BRITAIN'S LONGEST RUNNING C64 MAG!!!

OCTOBER 1991

YC

C64 · C128

FANTASTIC NEW-LOOK ISSUE!!!

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CLASH OF THE TITANS

FINAL FIGHT VS. LAST BATTLE

WHO'S THE 'ARDEST OF THEM ALL???



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AND

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4 COMPLETE GAMES!!!

One day when I had bought
My YC magazine
I couldn't find my tape
It was nowhere to be seen

So I hassled poor old newsie
And he gave me it no probs
And then he said unto me
"You're crap, and your poem doesn't rhyme!"
Funky Fruitbat - 1991

If you can't see a tape here, ask the kindly newsie where it is!

ALSO REVIEWED:

Darkman, Exile, Graham Gooch World Class Cricket, Grandstand, Rubicon, Gauntlet III, and TURBO CHARGE vs. OUTRUN EUROPA!!!

PLUS: Loads of budget games!

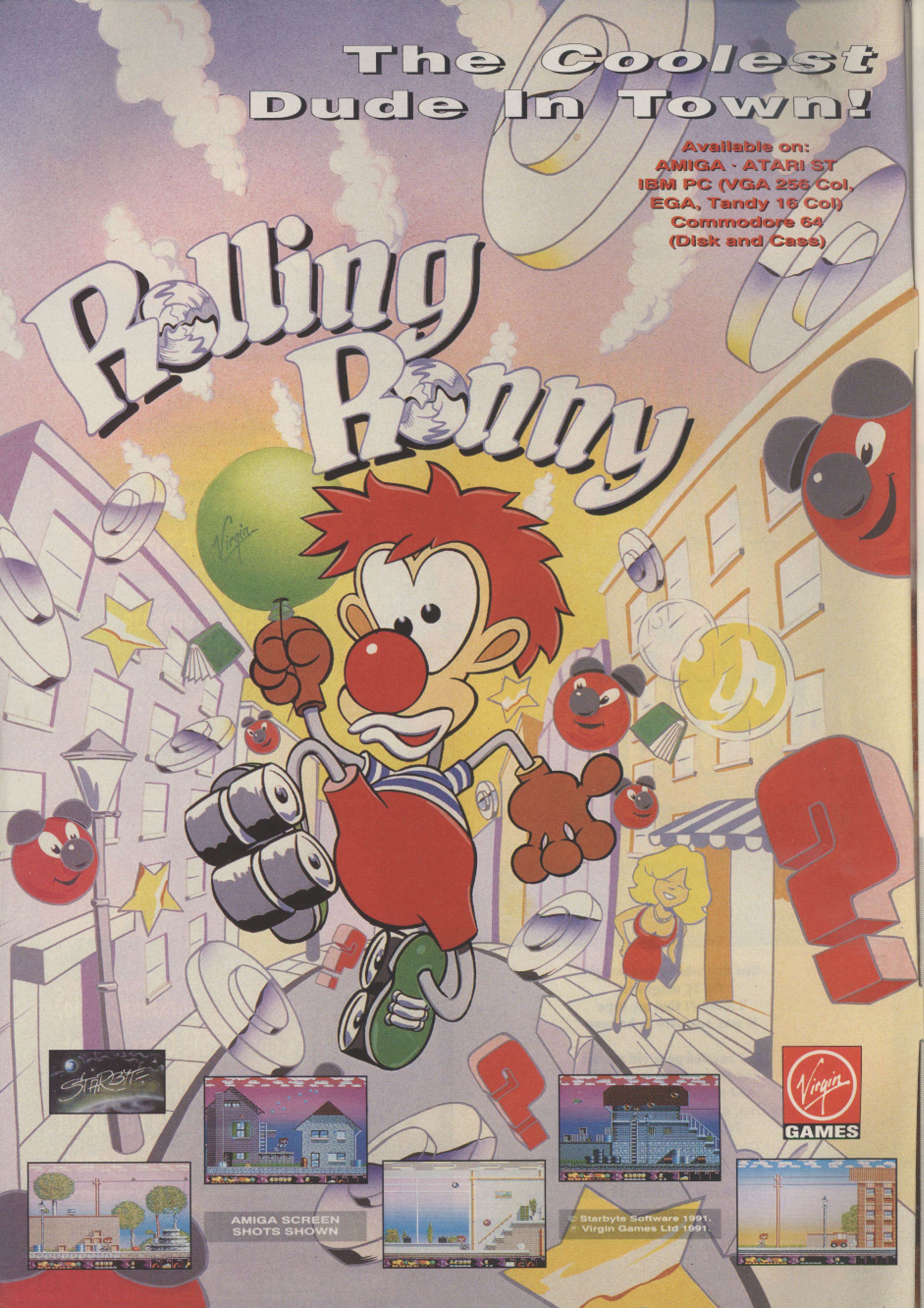
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outlook

FINAL

Ooo... It makes you mad, doesn't it? No, not when a gang of villains kidnap your daughter and hold the city up for ransom, but when you lose the soap in the bath. *Rik Henderson* grabs his bar of Imperial Leather tightly and battles the evils of the world!

The Mayor was just siting around one day, wondering what to do with the city sewers (something seems to be infesting them - reptiles or tortoises, or something) when a phone call came through on his special 'only use if my daughter gets kindapped by a gang of rogues so rough they'd even use a cunning new form of Chinese burn as torture' flashing telephone.

Spookily enough, the voice on the other end told him that his daughter had been kindapped by the evil Mad Gear gang, and that they've got her locked up in an undisclosed area of the city and are torturing her with a large array of 'playground' antics - i.e. a very brutal form of 'British Bulldog', etc. Fortunately Haggar, the Mayor, has kept his body in fine trim for just such an occasion and with the help of a few of his colleagues, he's decided to go all vigilante on us and get his daughter back with his chums.

By now it'd probably be a bit of an insult to your intelligence to suggest that I'd described anything short of a beat-'em-up through and

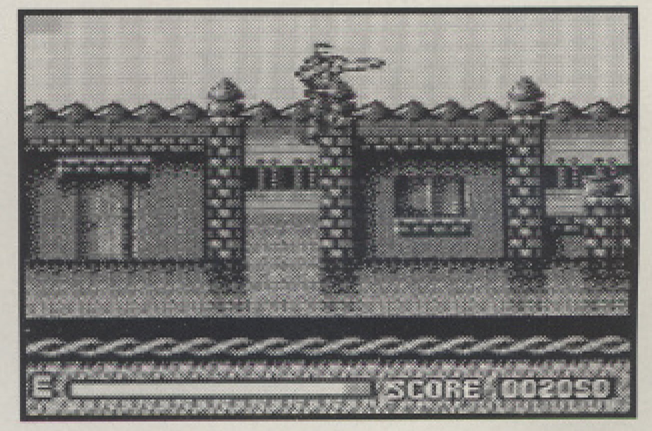
VS

The youth club has closed for the night and *Jason "Mean" Miller* has nothing to do but cause trouble on the streets. Shine up those knuckledusters, Jason!

Often, after I've been out for the evening, I pop to the Kebab shop or Chinese Takeaway but not even I have heard of "Jet-Kwon-Do" - it wasn't any of the numbers on the menu, maybe it's a martial art...

Once again the world is suffering devastation by a nefarious power. They've established an empire too, just like Boris Yeltsin.

A close friend of yours, Alyssa, has been captured and you (Aarzak) are the only hope - not even Bob Hope can handle this one! Jet-Kwon-Do is the answer to her survival, a martial art of the "kick-'em-up and rearrange his face,



LAST BA

L FIGHT

through. In fact, it's a beat-'em-up-and-a-half, since you can even invite a friend to come along and kick the crap out of some of the locals. What also makes it a tad different to the normal flock of such games is that there's a fair few moves to perfrom and each of the three characters you play have different attributes. Added to that is the ability to pick up objects, which is especially fun because you have to smash up boxes and other objects before you can find them, and once you've got 'em you can use them to crack open the opponents' sculls, hurrah!

The game is a bit of a laugh, doubly so when you've got an able chum to take control of your other joystick. It was all coded by Mike Hutchison from Creative Materials, whose previous track record contains the excellent E-Swat and the, er, OK Double Dragon II, so his two-player games are constantly on the way up; and FInal FIght is his best to date.



The graphics, blocky though they are, are brilliantly large - just like the Capcom coin-op it;s been converted from. And although I've actually completed the arcade machine, I can't see the later levels of this 'un being as easy (this is good, actually). If you're a fan of the genre, get yourself some psychiatric help, and then get Final Fight. It's a bit splendid-and-a-half.



CREDIT CARD

Supplier: US Gold
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Stimulating two-player action!
✓ Great smack-'em-up action!
✓ Huge main sprites!
✗ A bit, er, monotonous!!!

"It's a truly splendid game that will have you wriggling like a salmon on the end of a fisherman's line..."

OVERALL **89%**

FINAL FIGHT vs. LAST BATTLE

Two beat-'em-ups with broken bottles and baseball bats locked in a room, who comes out first?

BAD GUYS

FF: Quite a few big meanies to deal with, and the obligatory end-of-level geezers - who are a bit tough, if you know what I mean. **[8]**
LB: A whole lotta Ninjas and some end-of-level baddies. Not much variety. **[6]**

WEAPONRY

FF: Loads of pieces of iron and wood lying around with which to twat the enemy. **[9]**
LB: The chance of ever more powerful moves but nothing to chuck about. **[6]**

TECHNIQUES

FF: Quite a few, and each character has a different set of moves to perform. **[8]**
LB: Punching, kicking and, er, that's it! **[6]**

ORIGINALITY

FF: Er, c'mon. OK, it does have the weaponry factor and there's not many beat-'em-ups that allow two simultaneous players. **[6]**
LB: If you've seen one Shadow Dancer-style game, you've seen them all, really. **[5]**

SCENERY

FF: There's tube trains, streets, warehouse, etc. If it contains scum, it's here, basically! **[9]**
LB: Lots of Temple locations - maybe there's more on later levels? **[6]**

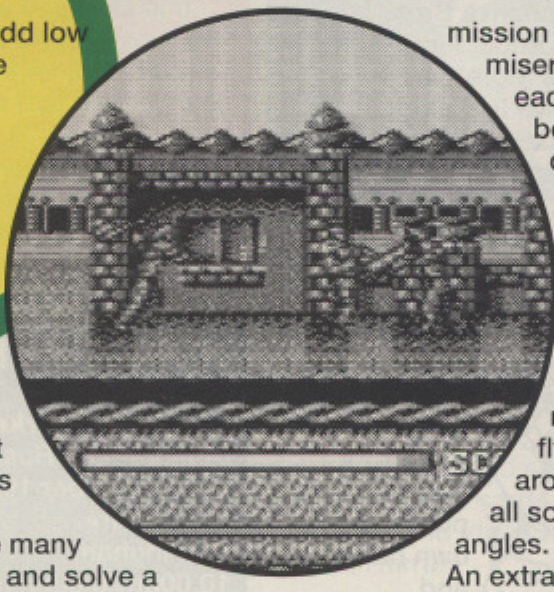
WHO'S THE 'ARDEST:

FF: *40/50*
LB: *29/50*

So, Final Fight wins the golden knuckledusters for being the game that footy hooligans are most likely to play, hurrah!

ATTLE

with the odd low kick to the family jewels" variety - it's never failed.



Last Battle is your everyday typical hero quest that challenges you to overcome many obstacles and solve a few puzzles, which will help you rescue Alyssa faster.

There are also conversations between you and some of the characters which will give you hints; but beware, a few are tricks.

At the end of each chapter, you'll come across three slimy near-invincible heroes who will make your mission a life of misery, with each chapter being divided into stages filled with action and dodgy ninjas flying around from all sorts of angles.

An extra bonus (or tragedy, depending on your skill) is the Labyrinth (minus David Bowie!), which is full of enemies - more of those ninjas. You can gain power or points, too. More power will enable you to have a better punch and kick like a horse.

The only problem is that the Labyrinth will only appear when certain conditions in the chapter are achieved...

Last Battle sounds like a spiffy game, huh? Wrong! It's just your average beat-'em-up with graphics that are very poooor looking, in the style of a Spectrum.

Sadly this matter, the ultimate lack of any variety, little sound and ever-so-slightly naff gameplay make the game lose that little potential it had.



CREDIT CARD

Supplier: Elite
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Good storyline!
✗ Where IS the sound?
✗ Poor graphics!!!
✗ Little gameplay.

"...just your average beat-'em-up"

OVERALL **56%**

THE SECTION THAT



WITH BEVY BABES



HOW TO BE A COMPUTER PROGRAMMER with the help of ECLIPSE



Step 1 - Grow your hair long and don't wash it for six months - this saves money on unnecessary hair products and trips to the barbers.

Step 2 - Sort out all the old clothes you used to wear, (e.g. flares, denims, black Goth jeans, Val Doonigan knitwear) and wear them again.

Step 3 - If wearing a shirt, always leave your top button open - it makes you look much more professional.

Step 4 - You really need some glasses, especially if held together with a hairy piece of plaster to add that final touch.

Step 5 - Be prepared to pose for PR shots - a serious and rather disinterested look goes down a treat with the public!

Step 6 - Now program a top ten game and you're a fully qualified computer programmer, er, hurrah!

YC'S TOP TEN GROOVY THINGS TO WEAR

1. Space Robe - Origin
2. Robosock - Ocean
3. Shoe-Dex - Thalamus
4. Bar Ring Bounces Back - Konix
5. Live and Let Tie - Domark
6. Hatman - Ocean
7. Blazer Squad - Blade Software
8. Suit 'Em Up Construction Kit - Outlaw
9. ThunderCaps - Elite
10. Soviet Fighter WIG 29 - Codemasters

This month's Top Ten was kindly donated by Rory Stamp from Cartmel in Cumbria, who wanted to see his name in print. Easy:- PRRORY STAMPINT. . Any other requests should be sent to Bev'll Fix It at the usual address!

OH GOODY!

Those mega people at US Gold - who are currently wildly promoting Mega Twins, Bonanza Bros, Outrun Europa, Final Fight, and loads more - are offering five lucky readers the chance of a US Gold Goody bag, which includes a T-Shirt, poster and computer game. Send a postcard entitled "Bag of Gold" to the usual address, before the 1st November 1991, and if you forget to put your own name and address on it and you'll find it flies like a fish straight to the bin!



YC DIARY DATES

Computer Market Show
(Amiga/PC & Business)
11-13 October 1991
Rex Centre,
Birmingham
10.00am-6.00pm (5.00pm Sun)
Admission £5.00

Amiga Format Presents World of Commodore Show
£6.00 adults/ £4 under 14's
15-17 November 1991
Earls Court 2,
London
9.00am-5.30pm (4.00pm Sun)

Ideal Home Computing Show, Ideal Toys & Games Show, Ideal Sports Show, Ideal Environment Show
2-5 April 1992
Earls Court 2
10.00am-8.00pm

BIG FAIRY COMP!

Have'ya ever thought that little fairies and elves live under the cracks in your bedroom? Well, now you can give them their own wall to play on!

Those equally nice and cute people at Storm have given us not one, but two huge Rodland posters - which will cover a whole wall. How do we know? Well, because they're for trade only and you'll not fail to see them in software shop windows up and down the country along with the rather spiffy game.

For your chance to win one send in a postcard entitled **"I want to be a Big Fairy"** at the usual address, with your name and address - *before the 1st November 1991.*

HOT GOSSIP

Short stories which are hotter than a Vindaloo and juicier than your average Jaffa!

MAD MAX

It's mad, we know but US Gold is set to announce what looks like being the best compilation this year. Maximum Action Xtra (MAX for short), sounding more like a jar of coffee than a software compilation, includes the hit games Turrican II, St. Dragon, Night Shift and Swiv - phew, you'll need the coffee to keep you up all night playing it!

Another compilation, entitled Super Sim Pack, is also making it's merry little way to you. This bundle of simulated fun includes, International 3-D Tennis, Crazy Cars II, Italy 1990 and Airborne Ranger. Sounds sim-ply great (Groan! Readers).

EXPRESS YOURSELF

All your fave lovable characters could be coming your way soon courtesy of the Sales Curve, 'cos the Battersea-based company has signed up an exclusive deal with Hi-Tech Expressions, who are responsible for licensing from Walt Disney, Hanna Barbera and Warner Brothers.



So, before you can say "What's Up, Doc?", you'll be seeing Bugs Bunny, Daffy Duck, The Muppets and Tom and Jerry on your C64, although their spokeslady did stress that the licenses would be of a more educational/utility genre. Just the stuff, eh, to help you with the old homework!

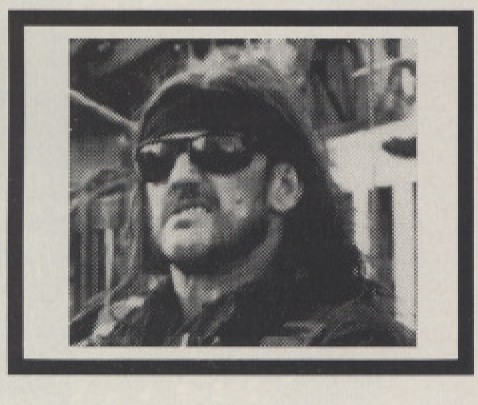
DOMARK'S MONEY KIT

It's official, Domark's 3-D Construction Kit has made a million pounds at retail [i.e. in the shops]. And I always thought money grew on trees!

Incentive's highly-acclaimed product has sold so well that Domark is receiving over 40 user registration cards per day and is busy collating all the information and ideas, which will be published in a regular newsletter. Hurrah!

VIRGIN GET A NEW MOTOR

If you were to see the Virgin lot you'd notice that they've got a bit strange - they've started wearing leather jackets, have greasy long hair, reek of patchouli oil and their offices have 'eavy metal blaring away.



Yep, they've signed up Rock Gods Motorhead for a computer game.

There's no news as yet as to what format the game will take but it's bound to star Lemmy and some rather loud music!

INFO FREAKO

Nicola Jayne Whitehead, US Gold's European PR Executive, answers this month's ten stupid questions.....

1) Have you ever stayed up all night?
Oooh yes... it was an all night party.

2) What's your fave part in YC?
All the good reviews of US Gold product.
(Quoted straight from the US Gold big book of PR quotes for every occasion, methinks! Bev)

3) What's the worst thing you ever did at school?
Oh, I did loads of bad things at school, but the worst must have been dropping my homework book down the back of the pigeonholes, out of reach, so I wouldn't get into trouble for not actually doing the homework.

4) What did you eat for breakfast today?
Kellog's nutty cornflakes, orange juice and coffee, very healthy eh?

5) Which computer game would you like to star in?
Outrun Europa. For the fast cars!
(A US Gold product, spooky or what? Bev)

6) Who's your fave soap character and why?
Ha, that's one of the questions they asked me when I auditioned for Blind Date. I was a stand-in, you know, for that small blond girl who thought she was Betty Boop. I actually had to get her ready, and kept my fingers crossed that she would fall ill... anyway I'll tell you what I told them - Sammy Joe from Dynasty as she gets to wear all the nice clothes and meet nice men.

7) What's your earliest memory?
I can remember as far back as being six years of age.

8) If you had a goldfish, what would you call it?
I did have a goldfish called Tiptoes but it fell down the toilet!



9) Name something you got for Christmas last year?
I did well last year, I got a TV.

10) What's your worst habit?
I'm paranoid about tidying up.
(Do ya want a full time job looking after Rik's desk? Ed) (Oi! Group Ed)

Readers, if you want to answer YC's ten stupid questions in the future, just send in a photo of yourself along with your telephone number to Info Freako, YC Mag, and you could just get a call from us pretty soon!

"WAITER! WAITER! THERE'S A VISETTE IN MY SOUP!"

Act 1

A sunny day outside the Rock Garden Cafe in the heart of Covent Garden.

A waiter, the manager, a rather irate customer, and a stupid git with a large plastic helmet stapped on his head!

Customer: Waiter! That man over there keeps walking into people... he's already spilled my soup into my lap!

What man, me'lady?

Customer: The one over there! The one with the bloody great stupid plastic thingmy strapped to his head!

Er... I'm not quite sure who you mean!

Customer: The one that's making 'badow, badow' noises!

Stupid Git: Badow! Badow! Eat hot leaden mega-death alien fiend! CRASH!!! *(Another table is destroyed is his galactic battle).*

Customer: Aren't you going to do something about it?

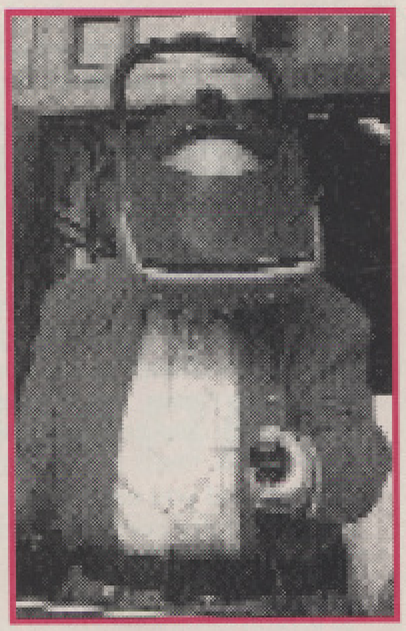
Certainly, I'll just get you a new soup!

Customer: I want to see the manager!!!

The manager comes out...

Manager: Can I help you, madam?

Customer: The man over there is a complete nutter, and I want him removed or I'll never eat in this madhouse again!!!



Manager: Hang on a second... (Wanders over to stupid git)... Could I ask you to control yourself sir? I know W. Industries pay us a lot of money to let you do this, but It's disturbing my customers!

Stupid Git: You'll never take me alive, Zarg! I'll fight 'til the last drop of blood in my body!

Manager: Oh dear!

Act 2

Manager's office at the Rock Garden.

Manager (on the telephone), and W. Industries (on the other end of the phone).

Manager: Hello? Is that W. Industries?

W. Industries: Yes! What's the prob mate?

Manager: This Virtual Reality thing is distrupting our normal business, I'm not sure it's worth the hassle!

W. Industries: Here, have a large quantity of cash!

Manager: Okay then, goodbye!

Act 3

Back outside the restaurant.

Customer, Waiter, and Stupid Git.

Customer: Waiter! There's a strange fellow... blah... blah... blah...

Later on in this ish, you'll see that Cheetah took Jeff (and others) Go-Karting to launch their rather spiffy new joystick ,'The Bug'.

What you might not know about is the rather strange marketing campaign that the company have been running, which largely involves YC's office getting flooded with pieces of paper with famous celebs on - except that their heads have been replaced by a pic of a Bug joystick (e.g. Bug Springsteen, ho ho) in each case.

Now, cos we rather like this 'stick, we're going to give some away! They're normally £14.99 but five of you will walk away with one completely free, gratis and for nothing! You'll also get five T-shirts and pile of stickers!

All you have to do is complete the blanks below...

1) ---s Bunny,
2) ---sy Malone,
3) Don't --- me, man!

Now send you entry to:

at the normal address before 1st November 1991.





And now... Rhiannon Cooper from Cheetah, talks in Welsh (so she claims!) about The Bug joystick (Cheetah are based in Walese, y'see!):

"Y BUG yw'r canlyniad ymchwil helaeth gan Cheetah International, y prif gwneuthurwr o Computer Joysticks yn Prydain.

"Cynllum y cwmni o Microswichiau ansawdd wedi ei ddefnyddio i darpar y ddefnyddiwr gyda rheolath 8 cyferiad cywir.

"Achos yr canlyniad, mae'r BUG yn eistedd yng nghyffyrddus yn eich llaw, ac yn addas i chwaraewr llawdde a llawchwith.

"Y dolen sydd wedi cael ei adeiladu mewn asgwrn cefn Y BUG yn cynnwys o siafft metel, tra'r llygaid yn perffaith i saethu'n gywir.

"Gyda Autofire, warant o 12 mis, a llawer o marsiandiaeth cyffrous, mae'r pris o £14.99 yn edrych yn digymar."

And there you have it!

WHAT'S ON THE END OF YOUR STICK?

Roll up, roll up, roll up! Spectravideo is knocking down the price of its two popular slick sticks. The Manta-ray and Sting-ray, launched this year, are now down two quid from £15.99 to £13.99. It's got to be a barg 'cause you can buy next month's copy of YC with the remainder!

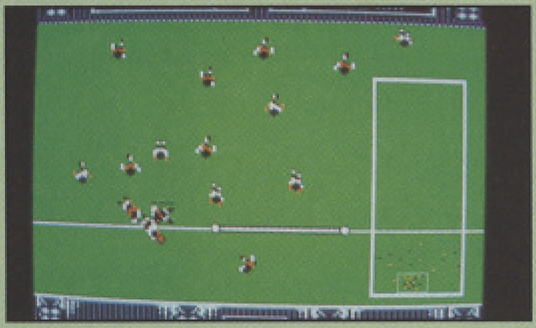
If you're the kind'a person who wears a Cartier watch and Reebok trainers you'll be interested in Spectravideo's latest stick from the USA called the Gravis. It features a full-size padded foam handle, 8 position centring control so you can pre-set the feel of the stick and 3 fire buttons to allocate separate functions.It's definitely the Porsche of sticks, costing a staggering £39.99. But as they state: 'it is often more expensive to economise". I think they've been watching too many Fairy Liquid ads (Either that, or drinking it! Group Ed).

The Royal Society for the Prevention of Cruelty to Joysticks, if indeed it existed, would be more than chuffed with Spectravideo's new launch called the "Freedom Connection". It can transform any joystick to a wire-free infrared form and comes in two units - one plugs into the computer and the other is plugged into your stick. It can then be carried around with you or clipped to your belt. Priced at £19.95 and is a must for all you Joystick Rights Activists!

Finally on the stick front, Product 2000 has launched a new red-hot range onto the market. The 3 models are called the Microjet, Superjet and Megajet and all feature high quality microswitches and the unique 'comfort' grip. They're identifiable for their bright red bases and are available now.

THANGS TO COME

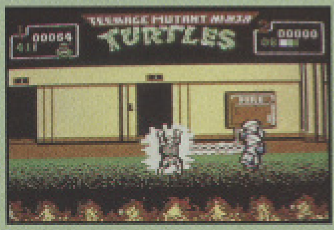
HEROES IN A HARD SELL

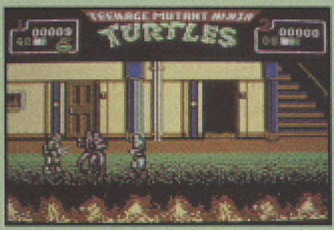


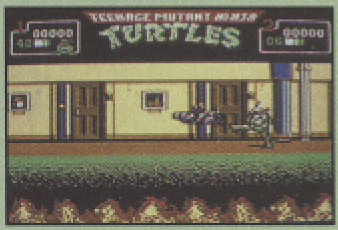
Green issues are certainly a priority at Mirrorsoft as they prepare for the release of the second Turtles licence. This time, though, the exploits of the pizza-breathed foursome are based on the smash kit Konami Coin-op.

The game format is a beat-'em-up set in New York and you can choose which awesome green dude to play. First you will have to rescue poor old April O'Neil from a burning building and if that's not enough you'll have to face the evil duo BeBop and Rocksteady. Then it's to the rescue of Splinter who gets kidnapped by Shredder. Finally you'll have to rout the formidable Foot Clan, rescue Splinter and then face Shredder in a showdown at the Technodrome. My word, what a lot to do, but when all is said and done, you're a green millionaire hero!

The coin-op conversion is being managed by Probe, who will be chomping away on Pizzas until November to bring you the finished product. Until then dudes, you'll have to watch the second film, keep on wearing the tatty old faded T-Shirts and hope to keep on impressing your Granny by continually saying "Cowabunga".







HMMM... SCRUMMY

If charging around, jumping on muddy and sweaty bodies, is your sort of sport (hang on, we're talking Rugby not mud wrestling here) then you'll be pleased to know that Domark is set to release the official Rugby World Cup game and judging by the information we've received it sure looks as close to the real thing as possible - without the smelly feet and torn ears though.

It's a realistic top-down view game, featuring all of the 16 international teams and smooth multi-directional scrolling - which allows you to see one fifth of the pitch at any time. A radar at the top of the screen will show the current position of play in relation to the actual pitch. The knockout rounds are just the same as in the World Cup - four groups of four teams with a points system for winning, drawing or losing - with the top two teams going thorugh to the next round.

You'll be able to experience all the excitement of the real game with try-scoring, conversions, scrums, kicking, shirt pulling and even shoving and barging. It sure looks scrummy doesn't it - and it'll be in the shops late September priced at £10.99 cassette and £14.99 disk, ready for you to get into practice for the October World Cup.



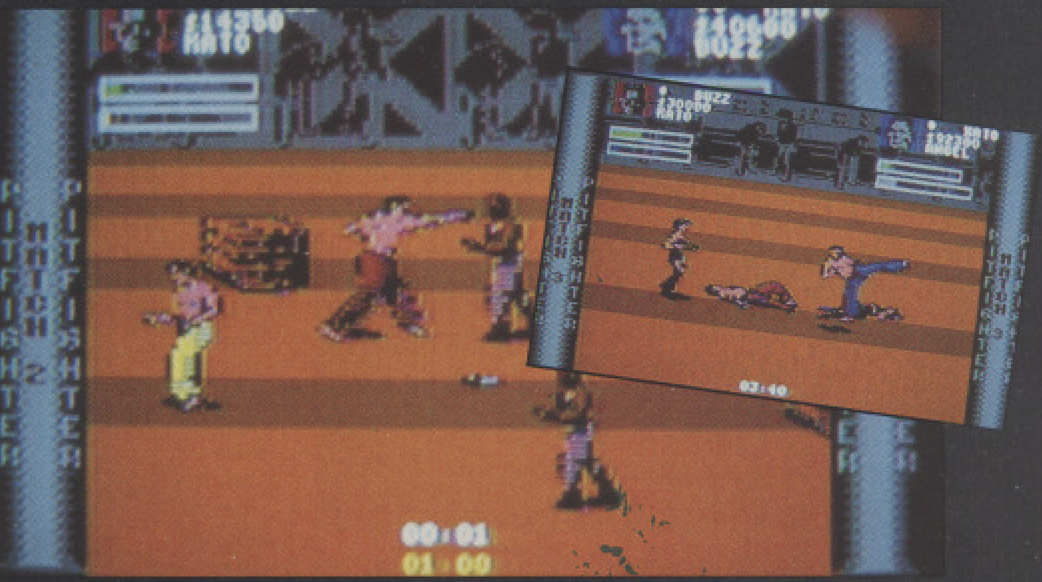
IT'S THE PITS... NO NOT REALLY!

Atari's fastest-ever selling Tengen Coin-Op, Pitfighter, is fighting its way onto your computer shortly.

It's no game for the wimps amongst you, I mean it's so damn hard, the fighting is definitely below the belt and there are no rules. And choosing from names like Buzz, Ty or Kato and using wrestling, kick boxing or karate, you know it's far from fairy-bashing.

There's four fighters in the pit so the punch-up can be between any of the contenders, i.e. one against one or in gangs against the rest. At the end you are awarded a knockout bonus, a brutality bonus and your share of the dosh. A grudge match is held every third match to allow you to wreak vengeance on your opponent. The main aim is getting to the Championship match in which you get the chance to rob the Ultimate Warrior of his title.

Teque is fighting to get the program to you, via Domark, for Christmas for £10.99 cassette and £14.99. It's bound to be a knock-out!



BLIP BLOP PING

BLIP BLOP PING



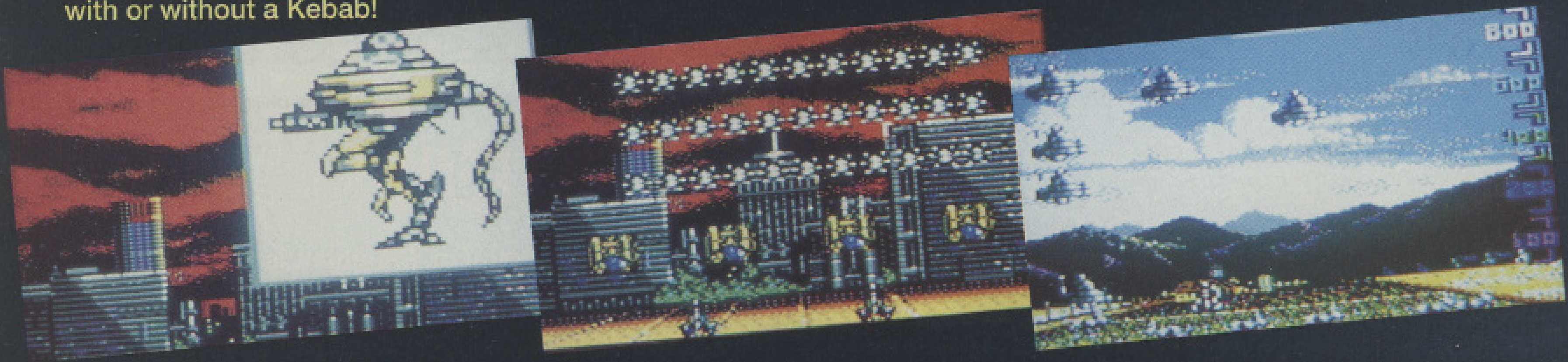


Just as you thought it was safe to go back into your Kebab shop... Domark is set to release Taito's Super Space Invaders onto home computer. "But that will be dead easy to program" I hear you shout. Ha! Aliens and the likes have progressed a lot in 13 years!

The game will feature level after level of increasingly weird and hostile invaders (i.e Saddam lookalikes), amazing multi-way scrolling playfields, waves of aliens, swooping in from all angles, dozens of different attack formations, huge end-of-level baddies and secret hidden levels for you to find.

Er, guess what you have to do - yep, blast the buggers back to where they came from - preferably in bits and pieces - and collect power-ups for souped-up weapons, e.g. a Fireflower to frazzle them or a HyperLaser to sizzle them.

The Kremlin is programming this addictive masterpiece and it will be available in October for £10.99 cassette and £14.99 disc and you can be guaranteed many a good night in front of your screen with or without a Kebab!



THE HEAT IS ON

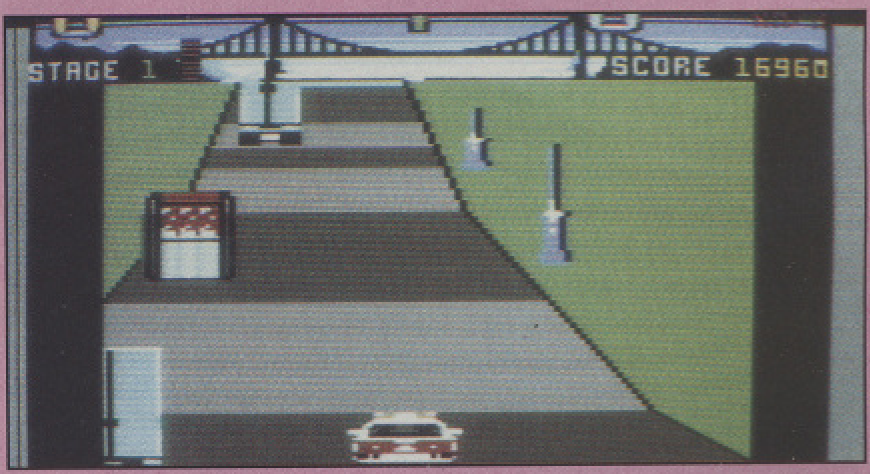
So, driving games are going out of fashion are they? You try telling that to the entire computer games industry, cos if it's got a car in it, it's big (and I mean BIG!) bucks!

Mirrorsoft has announced the latest release to add to Turbo Charge and Outrun Europa, and it's based on the excellent Jaleco coin-op, Cisco Heat.

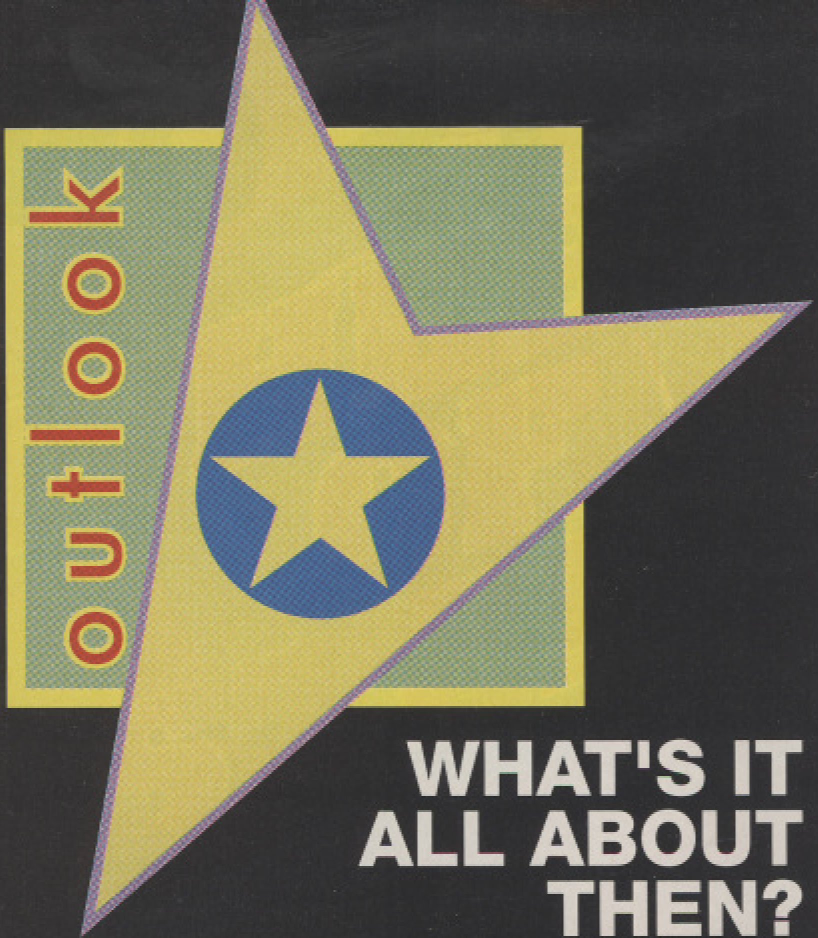
But what's so different about it? Well, for a start you play one of the rozzers in your spanking new San Frascisco PD car, and you have to race through the streets of San Franscisco (cue Michael Douglas, side-burns, flares, and pimps in pink, furry trilbies), against other members of the force.

Although one driving game is much the same as any other when it comes down to gameplay, it all depends on how fast this one will be.

Look for it on the Imageworks label this November!







WHAT'S IT ALL ABOUT THEN?

Buggered if we know!!! But in this amazing section we explain exactly what the scores on the doors really mean!

CREDIT CARD

Supplier: US Gold
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Extremely good graphics!

✓ Eight characters to choose from!

✓ Huge playing landscape!

✗ It moves about a bit slowly!

"It's a truly splendid game that will have you wriggling like a salmon on the end of a fisherman's line..."

OVERALL **86%**

The **Credit Card** is our easy-to-view guide to how good a game really is - best used when you can't be stuffed to read the whole review (you fiend)!

The four spaces for comments give you concise ideas on how we felt about the game's specific parts. The quote is a snippet from the review itself, and the overall mark is the reviewer's personal summary of the game.

The **YC Fun 1** award is given to games that receive an overall mark that's 85% or higher, and if you see it plastered all over the layout of that review you'll instantly know that this game truly is the dangly bits that hang between a male dog's hind legs!!!

THE SCORES ON THE DOORS

00-25%	This game is truly, without a doubt, crappier than the crappiest on Earth!!!
26-50%	It might well be worth checking this game out if a) you've been lobotomised recently, and b) if you've got absolutely tonnes of cash!!!
51-75%	A distinctly average game that made our reviewer fall asleep!
76-84%	A reasonably good game that deserves a look!
85%-99%	A brilliant game that certainly deserves to be in anyone's collection.
100%	The best blooming game in the entire history of the commie would get this score!

The Dream Team

We like to encourage our staff writers to observe the arts, and this month music was the topic. Questioned on their favourite types, this is how they responded.



Beverly "Graham" Gardner

"I love classical music," started the News Editor. "Beethoven and Bach are among my favourites. Their music is full of feeling and imagery. I can sit for hours on end listening to it."

Could you recite or impersonate any?

"Oh yes!" she exclaimed, "Here's my Beethoven's 5th Sonata."

She sits behind a Commodore 64 keyboard and strikes it repeatedly, with some force, whilst making powerful "piano"-type noises. Eventually the keyboard shatters, sending keys in all directions.

"Oh wow!" she says, "It must have been brilliant to be Beethoven! I really enjoyed that!"

OK Bev, very good. 8 out of 10?



Richard "axe hero" Taylor

"Er, heavy guitar music!" he says, "Like Metallica or Hendrix."

Hmm. Do you think you could give us a demonstration?

"Oh, certainly!" he enthuses. With this, he starts to jump around the office, making awful whining noises with heavy "chug chugs" every now and then.

This display lasts for about 2 minutes and has several finales with him indiscriminately kicking things, including monitors, etc., standing on a desk, and jumping off with a final "Cabbarrrrrr-uummm!" through a window and into a hedge. After being removed, an ambulance was called and he was taken off.

Boo! 1 out of 10!



Rik "Raving" Henderson

"Haha! EMF, of course! And here's my impression!"

With this, he leaps around shouting "Oh oh oh OH YEAH! (boy) You're unbelievable!"

Then he begins to go really wild, shouting loudly and swinging an imaginary microphone around.

After a while, he sets fire to the office, punches Richard in the face, gestures obscenely and collapses in a heap on the floor, panting wildly. The flames were extinguished, and he was carted off to the nearest hospital.

Very good! 10 out of 10!



Jason "Acid house" Miller

"I love to rave, and dance all night to hypnotic house rythms."

OK, Jason...

He stands for a couple of minutes, shaking wildly and throwing his arms around. This is accompanied by strange bleeping noises with a heavy "bass drum"-type thumping sound every now and then. When this finishes, he jumps up, grabs a metal beam, swings back and then forward, planting a heavy kick into Richard's teeth.

"Now stop bloody hassling me about this crap!" he shouts and stands, looking down at him for a minute, before leaving.

A definite 0 out of 10!



James "James" Kook

"I love chart pop!" this rather lively chap chirps. "Kylie is just out of this world, and Jason is just, just amazing!"

Oh dear. Well, do your thang!

"Oh yes!" he enthuses.

The lights are dimmed, and he stands in the middle of the room under a powerful neon tube.

"Tooooo many broken worlds in my heart, too many worlds are broken apart, ooohhhh baby you make me faaarrtt!"

"Never gonna give you uupppp, never gonna give you my cup, because its miinnnee, and i want my teeaaaaa!"

Erm, crap. I'm sorry, but, well, it was. A big fat zero (Er, like this column! Group Ed).



Jeff "Ice Ice" Davy

"Oh, like wow! Like, y'know sixties psychadelia, man, heavy stuff and all the rest. Like Hendrix and Pink Floyd and The Byrds, y'know!"

He stands for a few minutes, wailing in a disturbingly high tone and waving his arms around, shaking his head. Out of nowhere, a strange light show starts, filling the walls with blurred heavy colours, gradually increasing in intensity and speed; the strange guitar noise produced by Jeff begins to completely take hold of his brain, and with a moan of "oh wow! Too heavy, man!" he collapses into a heap on the floor.

Brilliant! 10 out of 10! Well done Jeff!

GET YER MITS ON

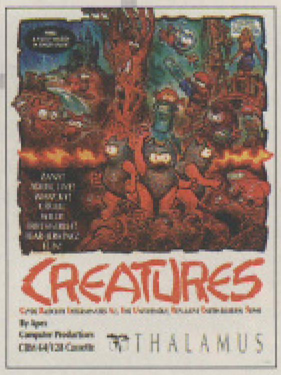
THE HITS 2











SNARE RETROGRADE HEATSEEKER SUMMER CAMP CREATURES

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Five more smash hits bringing you the very best from Thalamus during 1990–91. "The original HITS is reputed to be one of the best-selling compilations ever," said *New Computer Express*, "…How can Thalamus follow that? Easily… The HITS 2 is a compilation not to be missed."

THALAMUS

THALAMUS LIMITED, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW

WHEELS OF STEEL

Somebody said to us the other day that we don't put enough games on the cover tape. "Not enough games," we said, "we'll soon rectify that!" So we went through our library of COMPLETELY ORIGINAL product, never before published in cassette form, and came up with not one, not two, not even three full games, but four. Four incredibly hot games, and if that doesn't make your datasette go moist, you can bally well bugger off...

Spots is a dice game for up to four players, although the game allows the computer to play any or all of these players. Brief instructions are included in the game and a more detailed explanation is included below. The game is similar to some commercial dice games but uses more dice and slightly different rules that increase the strategy element of the game.

Play involves initially rolling six dice and subsequently choosing to hold on to or roll, any or all of them in up to a maximum of three further throws. The aim of each throw is to try to use the dice to make one of a number of scoring patterns. Thus the skill lies partly in choosing which dice to hold on to and which to rethrow, and partly in deciding how best to score the result.

There are fourteen patterns or categories that a player may aim for and these are listed on a scorecard at the side of the playing area. On completion of each throw a score *m*ust be entered in one of these categories, even if the dice do not complete the chosen pattern in which case the score for that category will be zero. So a complete game consists of fourteen rounds, each player filling one category on his scorecard each round.

The fourteen categories can be broken down as follows. The first six are the number categories 'Ones' to 'Sixes' and are used to score any pattern of dice that contains any dice of the selected value (Ones =1, Twos =2 ...) - the score in each case is the sum of the spots on these dice. For example the dice pattern 6 6 1 4 6 4 would score 1x1 = 1 point in 'Ones', 2 x 4 = 8 points in 'Fours' and 3 x 6 = 18 in 'Sixes'. If the pattern contains no dice of the selected value, then the category score would be zero.

The next three categories are 'Short', 'Long' and 'Full' and are used to score patterns that include a number of dice whose spots are in order. 'Short' requires at least 4 dice in order so any of 1234, 2345 and 3456 will score the 10 points available. 'Long' requires at least 5 dice in order so 12345 or 23456 will score the 20 points available. A 'Full' requires all six dice to be in order so only 123456 will score the 30 points here. (Note: the dice no not have to be displayed in the given order, the points will be scored as long as each of the dice needed is somewhere in the final pattern.)

The four categories from "Set3' to 'Set 6' are used to score patterns which have a number of dice showing the same spot pattern. 'Set 3' requires at least three of the dice to be the same, 'Set 4' requires 4 dice the same and so on up to 'Set 6', in which all six dice should be the same (which does not happen very often!) The scores for these categories are 20,30,40 and 50 points respectively.

The final category is called 'Chance' because it is a chance to score ANY pattern of dice, the core is simply the sum of all the spots shown on the six dice, so 241262 would score 2 + 4 + 1 + 2 + 6 + 2 = 17 points, the minimum score is 6 and the maximum 36 so don't waste it.

In addition to these scores two BONUSES are awarded, the first if concerned with the number categories is greater than 69 a bonus of 50 points will be added to the player's score. The second bonus is awarded at the end of each game, for each player it starts at 25 points and is reduced by 5 points for each category with a zero score, so if a player has more than four zeros on his card he ill get no points from this bonus.

Control of the game is achieved using joystick in port number 2. The joystick will control a 'cursor' on the screen, use the joystick to point the cursor at the required function and press the button. There are several selections to be made at the beginning of each game, such as number of players, but these are self explanatory. On the main screen of the game are several option;

The number s 1 to 6 are used to move dice into a 'rack' which then may be kept whilst other dice are re-thrown. To score a given die in the rack, simply select the number that is shown below that die.

The remaining three options are:- 'Roll' which is used to re-throw any dice that are not scored in the rack, 'Dice' which is used to empty all the dice out of the rack - in case you change your mind or find a better pattern to keep, and 'Stop' which will move all of the dice into the rack and end that turn.

In a similar way, scoring is done by pointing the cursor at the selected category on the scorecard and pressing the button. Choose carefully as mistakes cannot taken back!

The only section not controlled by the joystick is the entering of player's names. This is done directly through the keyboard. Names may be any alphanumeric sequence of up to ten characters, the names are not checked in any way as they are purely for the benefit of the players.

As explained in the program to make the computer ply for a particular player, simply press the Return key without entering any name for the player. The computer will give its first player the name CPU 1. second CPU 2, and so on.

For anyone interested,

the strategy of the computer players is based simply on probability and loss minimalisation - the computer will attempt to make the pattern it thinks has the greatest probability of success and will score the results so as to lose the minimum number of points. As the game is largely dependent on chance - the spots on the dice - this strategy efficient and the computer will play a reasonably game. In general, scores during games tend to be close until the later rounds and it is very easy for the situation to change suddenly - particularly when any bonuses are added.

At the end of the game the score cards will be shown along with the finishing positions of the players involved. Pressing the Return key as indicated will return to the title screen and the start of the game.

At any time between the title screen and the final scores the game may be aborted and re-started by pressing the Control (CTRL) key.

MICRODOT

It is said that, back in the 20the century, there used to be people who repaired computers when they broke down. They siad that computer repair would be a thing of the past way back in the 21st century - little did they know!

Of course, now that the impossible has happened and a military satellite has passed through a freak radioactive storm, malfunctioned, and is getting itself ready to blast us all to Kingdom Come, it's my job to sort it out.

They've given me the 'Microdot', a tiny remote controlled craft capable of entering the satellite and absorbing all the 99 radioactive particles that the storm left scattered around. And, of course, it's my job to pilot it around, avoid the hazards, collect the particles and save mankind, again!

Obviously that's not all they expect of me. Once I've collected all of the particles I've got to reactivate circuits inside the satellite and get the Microdot out - all before mankind resembles a greasy fried egg. Why me?

Play The Game

MICRODOT is controlled by a joystick in port 2.
Left and right move you horizontally.
Fire causes microdot to jump.

For extra height use the SPACE BAR to activate the jumpdrive, fire and up on the joystick performs the same function. Watch out for the following on your travels:

BONUS TRIANGLES - One of six random bonuses;
CONVEYOR BELTS - Carry Microdot in their direction of flow; RESET POINTERS - contact with these blue squares marks the return point following your death.
SPARK TRAPS - A dangerous spark travelling between two points;
RUBBER MATS - Cause Microdot to bounce.

To complete the game the player must collect all of the radioactive particles, find an 'electricity switch', then leave by the gap created for his escape.

And There's More ...

For players with creative tendencies Microdot comes complete with its own construction set. This allows you to create a whole new set of levels. To enter the editor press 'E' while on the opening screen.

Editing the Layout

The landscape in Microdot is made up of blocks of 3*3 characters; including the reset triangles, rubber mats, etc. Each level is a 13 by 7 matrix of 91 blocks; the main labyrinth is a 12 by 12 matrix of 144 levels.

A joystick is used to move the cursor through the levels. If you move out of the matrix you will move out of the editor and back into the opening screens of the game, the back arrow key (top left of keyboard) has the same effect. The fire button on the joystick is used to lay the character that you are currently moving around. Press any letter to change the character that you are going to place. The Inst-Del key will display all of the blocks available. The function keys are used to select which of the four different block styles is selected.

If you want to delete, the @ key will select a character that allows you to rub-out your mistakes.

To set the start point press the = key.

Two blocks (F and X) consist of 3* blobs of electricity and appear to be identical. Well, they're not. Always use F, except when the blocks form a pool embedded in the ground.

Each room has separate colours for the blobs of static electricity, the rubber mats and the four different brick types, these are normally changed with keys 1-6. Since these keys are also used when editing the objects a letter at the bottom signifies which mode these number keys are in. When C is displayed the number keys change the colours, when S is displayed they change the objects of Sprites. Use the RETURN key to change mode.

With spark traps use the N key to lay the beam between the pointers.

Positioning Objects

The moving blocks of electricity, radioactive particles, bonus triangles and the final electricity switch are all sprites or objects. A maximum number of seven sprites is allowed in each room, each with its own reference number. To create a new sprite use the lowest unallocated number, eg. if there are 5 sprites on the screen press key number 6, 1 on a screen with no sprites, etc. To change an existing sprite simply press its number.

Alter the position of a sprite by moving the joystick, alter its colour by pressing C. Press T to move through the four sprite types. Sprites can be wiped using W or fixed by pressing fire.

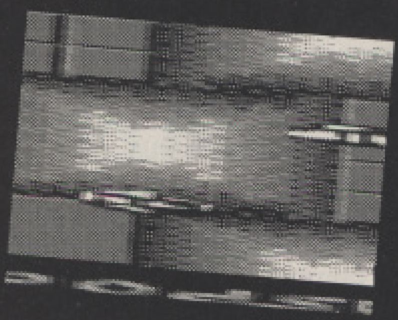
Moving sprites travel for a specific time and then return. This time is measured by the RU value shown at the base of the screen. This is changed with the + and - keys. D is used to change the starting direction, S changes the speed of movement and A changes the animation speed.

To see what your sprite looks like hold down the left shift key. NB sprites must NEVER overlap.

TAPE PROBS

If you've got any loading troubles follow these simple steps...

1) First try your datasette on other games to see if they load!
2) If so, try adjusting the heads on your datasette, and attempt to load the tape again!
3) If it still will not load, and the datasette is okay, send it to:



**YC TAPE 22 RETURNS,
STANLEY PRECISION DATA SYSTEMS,
UNIT F, CAVENDISH COURTYARD,
SALLOW ROAD,
WELDON NORTH INDUSTRIAL ESTATE,
CORBY,
NORTHANTS,
NN17 1JX.**

Don't forget to include a small explanation of the problem, and you just see if we don't send you a new one by return of post!

Save It All

Pressing the CTRL key while in the editor produces the Input/Output menu. From here you will be able to LOAD or SAVE your creations to or from cassette or disk. Note, if using disk you will only be able to save one level on each side of your disk.

The King of Isbisima is, to say the least, a little upset. Tomorrow is his daughter's birthday and he has no idea what to get her.

As Magic Knight you have been ordered to find the Princess Germintrude a very special present. This may be your chance to prove that you are worthy of joining the famed 'Polygon Table', the highest honour any Knight could wish for!

The King transports you to the Castle of Spriteland which is teeming with many weird and wonderful creatures. Also there are two mazes which contain many of the Queen's relatives! Apart from the grisly ghouls and energy sapping creatures there are ghostly traders who are often quite willing to exchange the treasures that you find in the Castle for money which they stole in their former lives.

Some objects will react with each other to form either more or less valuable objects, to sell or collect. You now have two choices:

1 You may try and collect as many treasures as possible and escape from the Castle of Spriteland.

2 Collect the treasure in order to please the King and the Princess Germintrude and join the Polygon Table.

Will the temptation of keeping all the treasures be too much for you or are you loyal to the King and the Polygon Table of Isbisima? ✪

Controls	Keyboard	Joystick
Letf	Z*	
Right	X*	
Up	P*	
Down	L*	Only used duing Mazes
Get	G*	G*
Drop	D*	D*
Trade	T*	T*
Pause/On/Off	F1*	F1*
Abort	F3*	F3
Examine	E8	E8
Jump	<*	FIRE
Music On/Off	5	F5
Border On/Off	8	



** Can be redefined at outset of program*

KENTILLA

Kentilla has a sophisticated input editor to ease command entry.
CAPS SHIFT 0 - Delete character at left of cursor.
CAPS SHIFT 9 - Insert a space at cursor.
CAPS SHIFT 8 - Move cursor right.
CAPS SHIFT 5 - Move cursor left.
CAPS SHIFT 1 -

Recall last command. This must be used before any other input is made. It is useful for lengthy battles, correcting mistyped commands or conveniently altering a command (eg. after KILL URGA you might want to EXAMINE URGA so just recall the last command and overtype KILL with EXAM).

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects, etc., and dead characters. LOOK is used for seeing into containers, eg LOOK INTO CHEST. It can also be used to look at adjacent locations, eg LOOK EAST will tell you what objects and creatures (except hidden ones) are there.

When giving an object to a character, it must be done in the form; GIVE (object) TO (character). Eg. GIVE SACK TO ELVA.

Talking to other characters

To talk to another character you must mention the character and use quotes, eg. SAY TO OGERON "GIVE ME THE SWORD". Friendly characters will usually cooperate if they can - others not necessarily!

HINTS

Kentilla is a richly devious adventure. Collecting objects is not an end, just means to it. You may have to revisit some locations a number of times in order to make overall progress, and time may be of the essence. Much is hidden, and not revealed at first examination. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing ... but you will find that out ...

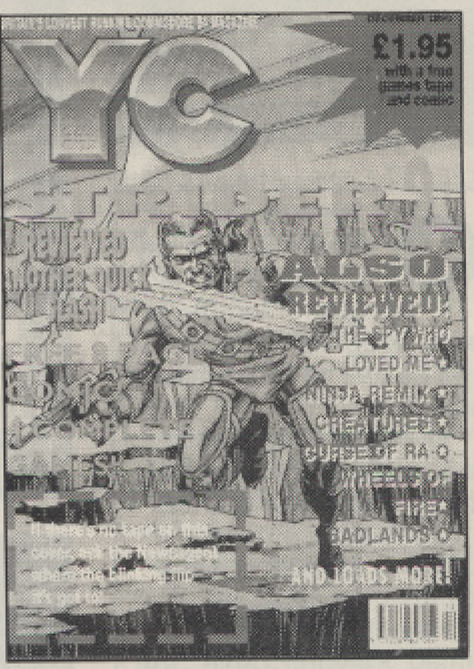
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MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

film frenzy

THE BATTLE O[F THE] BOX-OFFICE [...]

Computer film licences have grown in popularity so much over the last couple of years it's almost become a necessity for a company to have one, or two. YC looks into the auctions, and other sides of the licence business. We gave *Beverly Gardner* a big box of popcorn and a family-size Kia-ora!



My Left Foot made a gripping, intense film, well-worthy of it's numerous Oscars but it would hardly convert into a good computer game.

So just what is it that attracts software publishers to certain film licences? Does the computer film biz have its ups and downs like Hollywood? What are those all important ingredients that make a Top 10 film-licenced computer game?

THE MONEY PIT



The film licensing trade is not to be toyed with, that's for sure - it's a risky and expensive business. Hudson Hawk has just become the second film to cost $100 million and has flopped miserably in the States.

You only have to look at the amount of cash that goes into making a box office smash these days; the sets, the filming and the millions of dollars the stars command, not to mention their expenses.

Only recently we heard that Kim Basinger insisted on washing her hair in Evian water every day, during the making of Too Hot to Handle.

It's no wonder that when I asked Publishers how much a film licence cost, I drew a blank. All I can say is, that it's damn expensive!

Think of a successful film licence and you'll link it only to big Software Publishers; Ocean, US Gold, Mirrorsoft, Domark, Grandslam, Activision, and more recently Capstone, Disney and Titus, who obviously have the amount of cash needed for such a venture. However, each deal is unique. It depends on how many rights you require as to how much the total bill will be, i.e. just Europe, and how many computers you intend to convert it onto, i.e. home computers only.

The price of film licences was certainly a deciding factor in Domark's Company Policy. Although they published the Star Wars trilogy and Bond licences, they have decided of late to stick with safer options of baseball and flight simulations; As Domark's MD, Mark Strachan explained: "you take a huge risk when signing a film licence and it might not succeed. It's a huge responsibility and we have our staff to think about."

Pics by Original Copyright Holders.

E OF THE E BULGE!!!



DEALERS

So, if Publishers have the money and will take the risk, how do they go about purchasing a licence? It's not just a case of seeing a good film at your local cinema and nipping down to Sainsburys to pick it up.

New licences have to be snapped up by Publishers before the film has even been screened. That means reading through scripts. Mirrorsoft, riding high on the success of Turtles, Back to The Future II & III and Predator II actually hire a agent in America, namely Mr Dick Lehrberg.

He told us that you usually purchase a licence by dealing though the actual studio such as 20th Century Fox, Universal or Disney and that most studios have appointed licensing agencies, who handle all of the merchandising rights.

However, he did stress, that you do have to convince the studio that the film will be safe in your hands, i.e. that the company produces high quality products, has a good presence in the world market, has good marketing strategies, and will consider consoles. With Mirrorsoft's track record he has no problems!

Even the stars become involved sometimes, explained Lucasfilm/US Gold spokeswoman, Sue Luciano. Both Michael Jackson for Moonwalker and Harrison Ford in the Indiana Jones series wanted to approve the artwork and see themselves pixelised as part of the deal for they did not want themselves portrayed in a bad light.



FATAL ATTRACTION

What exactly attracts a publisher to a certain film licence and do they plump for a particular kind of film?

A jolly good script is something Lucasfilm/US Gold look for, with a strong storyline and plot, as the Indiana Jones series of games rely heavily on intrinsic puzzles and adventure elements - so much so, that they will be releasing Indy 4, just based on the script alone. The same can be said for the Godfather licence.

The actual movie stars can be an attractive aspect as Stephen Hall of Grandslam Entertainments explained: "buyers like to identify with the licensed characters, Bruce Willis is a good example... and, let's face it, computer games are all about giving pleasure and enjoyment to the end-user, well that's what Grandslam aims to do!".

The Blues Brothers game is about to be released by Titus and at first light did not seem a good licence, but as Marissa Pauwels explained, "they're crazy, destructive, funny, always in trouble with the police... people like them".

It is of no surprise that films, which star heroes like Arnold Schwarzenegger, Bruce Willis and Harrison Ford, big names like Sigourney Weaver and Michael J Fox and not forgetting "likeable" and endearing stars like Macaulay Culkin, Bill 'N' Ted, The Blues Brothers and The Turtles, are snapped up because as the end-user has no problem identifying with them and would relish the prospect of playing the game in their starring role.

The type of films that publishers snap-up tend to be those which appeal to their target audience. When all is said and done Publishers are in the games business, so it would be no good signing up a licence that was aimed at the over 40s, like Shirley Valentine.

As Capstone's Marketing Manager, Claire Bowen explained, " brand recognition is important. Mention the names Bill N Ted or the film Home Alone, to a kid and they'll know who and what you mean."

THE BEST FILM GAMES EVER

(PROBABLY)

There's been so many of the buggers, which ones should you bother to try out, and why?

BATMAN - THE MOVIE

(Ocean)

This is the first definitively good film licenced game, and worked because of two factors; a) it was loosely based on the film, and b) it had the policy that has now become Ocean's trademark in such cases, by being a multi-level game with varying playing styles, all based on different sections of the film. Everything about it is right, and although the early sections are hard, it's all very rewarding (it also had the biggest licence of all time, save for the new T2).

✪✪✪✪

PREDATOR

(Activision)

The first of Arnie's films to be made into a game, and was a bit of a corker in its time. It was a left to right scrolling-shoot-em-up-action game, and is best remembered for having the chunkiest looking sprites possible - after all, one of them was our Arn! The game was a bit hard though, on reflection!

✪✪✪

BACK TO THE FUTURE 3

(Mirrorsoft)

Probe coded and designed this, based on the movie, but had the problem that the film company wanted them to feature (of all things) as many pie plates throughout the game as possible - even though Marty only throws one of the darn things in the whole movie. Nonetheless, they followed Ocean in splitting the film up into different sections, and therefore featured several different games in one. The best section by far, was the duck shoot,, but the whole package dripped with gloss, making it third time lucky for the BTTF series.

✪✪✪

ALIEN

(Quicksilva)

& ALIENS

(Activision)

Alien - the game - was a strategy game that you really didn't want to play in the dark. You had to guide Ripley (and Jonesy the cat), and as many of the crew of the Nostromo as possible, around the ship and escape. The tension was amazing and for a game that came out in 1984 it was, and is, surely a classic.
Aliens - the UK version (for there was a more typically crap American version too) - also had that brown trouser appeal. The aliens jumped out at you when you least expected it, and the action was based more on escape than killing the xenomorphs.

ALIEN - ✪✪✪
ALIENS - ✪✪✪✪

ROBOCOP & ROBOCOP 2

(Ocean)

The first film was brilliant, the second was poo! The first game was average and the second was a real stonker!
Ocean decided to be a bit more conventional with the titles, and based them more around one specific style (although they both had similar bonus sections where you had a shooting gallery). That style was shoot-em-til-they-drop-em-up! And lots of it - just like the movies!

ROBOCOP - ✪✪✪
ROBOCOP 2 - ✪✪✪✪

TERMINATOR 2

(Ocean)

Reviewed last ish, this game is obviously a bit more advanced than any of the above. Its multi-level variety is well set, with a good range of thangs to do. There's beat-em-up sections, arcade-adventure sections, car chase sections, and helicopter shoot-out sections. The graphics and presentation are also as up-to-date as you'd expect. And c'mon, Terminator is the biggest thing since someone discovered that if you ground wheat, mixed it with other things and baked it, it tasted quite pleasant!

✪✪✪✪✪

THE STINKERS

The worst film games? Yep, there's been a barrow-full!

COBRA

(Ocean)

Complete crud, basically!

INDIANA JONES AND THE LAST CRUSADE

(US Gold)

Far too unplayable.

BACK TO THE FUTURE

(Activision)

& BTTF 2

(Mirrorsoft)

The former was crap for being DULL, the latter for being, er, crap!

A VIEW TO A KILL

(Domark)

Ho, ho, ho, ho... (collapses into a fit of laughter!)

HOWARD THE DUCK

(Activision)

A terrible travesty of a game from a terrible travesty of a film!

DICK TRACY

(Disney)

Snort, rasp, chortle!

THE RUNNING MAN

(Grandslam)

The best thing about this game was the intro screen - 'nuff said!

JAWS

(Screen 7)

The free stick-on dorsal fin was the only reasonable part of this (Are you sure about that? Ed)

FRIDAY THE THIRTEENTH

(Domark)

The box artwork was banned, the game should've been!

EVIL DEAD

(Palace)

Hurm... THE Worst.



THE SECRET OF MY SUCCESS

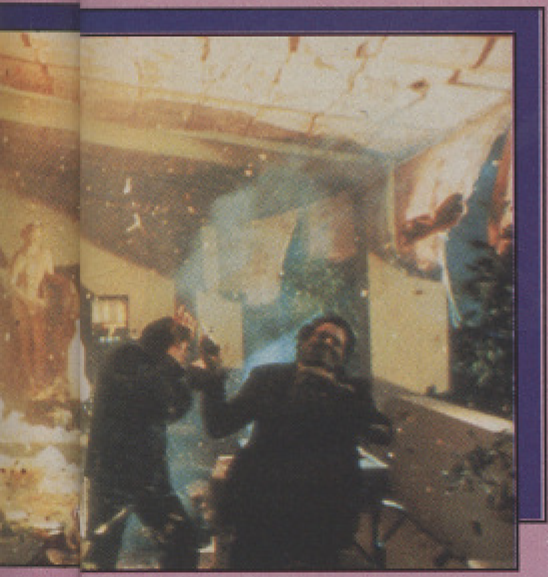
Barry Norman looks for outstanding acting and excellent direction in a good film. Mr Average likes a good old shoot out, whilst Ms Average tends to like a good drama or thriller and a soggy hankerchief. So what secret ingredients to publishers look for in a film to make it a good game?

Overall, action and excitement were companies' favourite ingredients. Grandslam's MD, Stephen Hall, seemed to sum up this whole aspect when he said: "a game has got to have that sweaty joystick reaction". Just like sitting on the edge of your sweaty seat in the cinema, I suppose!

Types of action lend themselves superbly to games. Take the Bond licences for instance, apart from the action and suspense, "there are four or five unbelievable stunts which, when converted, make an excellent game", explained Domark MD Mark Strachan.

Public awareness of the film also rides high on publisher's agendas. For Entertainment International, the sales and marketing Company behind Dick Tracy, The Blues Brothers and Arachnophobia, a film licence is a Godsend.

Their spokesperson explained: "there is already a big marketing machine behind the film, so the public already know the product in a way, it makes our job a whole lot easier!".



If Publishers alike, all jump on the back of the publicity bandwagon and release the game in line with the film or video then their marketing becomes easier.

There certainly is a lot in a 'name' in the computer industry.

"We only sign the biggest names," said US Gold's Alexa Czechowski, "It must be a blockbuster", said Mirrorsoft's Cathy Campos.

Publishers would never sign up the most recent of Thames Monday Night TV Movies, starring who?, who? and who?, for it is so important that the movie from which the game flows has been commercially successful.

Ocean's Batman, for example - would the game have been a success without Tim Burton's movie idea and the sheer hype surrounding it.

This is where the element of risk and expertise comes into it as, in order to snap up the most recent of licences, publishers must sign up from reading the scripts, as Mirrorsoft's agent Dick Lehrberg commented:

"The hardest part for us is in reading the scripts and figuring out which ones will make hit movies. Star power is no guarantee. Bruce Willis' Hudson Hawk just released in the US to incredible hype, has died a miserable death. If we could accurately predict hits from scripts , we'd probably be making big screen movies instead of movies on 3.5" disks".

Even conversions though can be a hit or a flop. Dick Tracy, Total Recall, Nightbreed to name but a few, were all hits in the cinema, but died a death as far as game sales go.

A hit in the cinema doesn't necessarily guarantee a good game, for at the end of the day the quality of the product has to come up to the standard of the film. US Gold, spokeswoman Alexa Czechowski stressed this as she talked about their Godfather licence; "The Godfather is a strong name and it has to be a strong product. Our Development Team, Creative Materials have gone as far as travelling to New York to study the architecture. Quality wise out product will be faultless."

A good review on Film 90 or in Time Out does not equal a YC Fun One. It's a bitchy and risky old business, the film licensing trade, as we have just found out and if Publishers want to make big money out of big-budget films, they'll just have to sit on the edge of their seats and wait for the end result! ✪



TO LICENCE OR NOT TO LICENCE

Films that are yet to be signed	Films you wouldn't sign up in a million years.
Young Guns	Gone With The Wind
Air America	My Left Foot
Hardware	Pretty Woman
Kick Boxer	Room with a View
Beetlejuice	9 1/2 Weeks
Prince of Thieves	Ghandi
Amytiville	My Stepmother is An Alien
Lethal Weapon	Parenthood
Honey I Shrunk the Kids	Dead Poet's Society
Ghost	Repossessed

WE ASKED "WHAT ARE YOUR FAVOURITE FILMS"

"Oh - The Godfather Trilogy and the Indy series" - **Alexa Czechowski - U S Gold (amazing that! - Surprised Ed).**

" Green Card and The Italian Job - I saw it 3 times in 3 days... and although we published the Star Wars trilogy, I've never seen them!" - **Domark's MD - Mark Strachan.**

"The French Connection, Goldfinger, Goodfellas, The Great Escape, Star Wars, 2001, Aliens, Back To the Future trilogy... I am incredibly excited about a preview of Terminator 2 tomorrow... Also a favourite is a film I have obtained of Peter Bilotta [Mirrorsoft's boss] being toilet trained..." - **Dick Lehrberg - Agent for Mirrorsoft.**





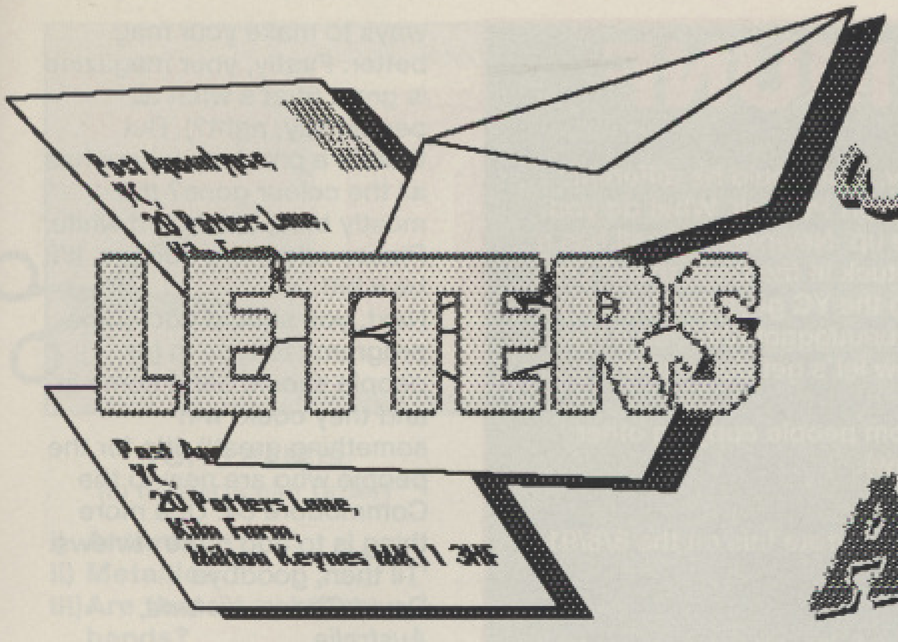
Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

If Kiki isn't temptation enough, then 400 levels of stunning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

Available on Amiga (24-99), Atari ST (24-99), PC (24-99), and C64 (10-99 cass., 14-99) disk).

To order this product or for further information please contact
Digital Marketing International Limited
Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berkshire SL3 0DX
Telephone: 0753 686000 Fax: 0753 680343



LETTERS with POST APOCALYPSE

Yo! It's your fave posty here again! This time we've a bag full of strange grumblings from you scruffy lot, but at least we've got a lovely new look to brighten our day - either that or I'll have to sort you all out with me fave chainsaw, and you might not like that...

Dear YC

I am writing to say I am sick of seeing all the letters in your mag coming from lads. Lasses do read your mag too and I think more should write in.I think your mag is brill and I just wanted to tell all these lads that we read it too.

I just thought I'd include my fave top five games in my fab letter.

1) Wonder Boy
2) P.P. Hammer
3) Flimbo's Quest
4) Blinky's Scary School
5) Rainbow Islands

From a girly who has proven a BIG point,
Katie Allen, Durham

PS. Girls write in NOW!
PPS. Print my letter NOW!
PPPS. I want letta of da munf NOW!



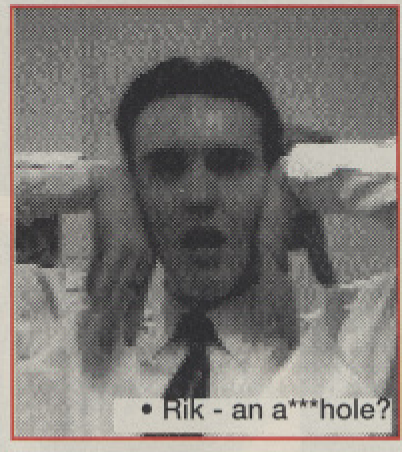
PA: Right, no patronising Posty! Er... erm... er... oh sod it! Hurrah, a girly has finally put her pen to paper - how about the rest of you females getting out your bic biros and giving the fellas a run for their money? Talking of money, you can't have a letta of da munf award because a) you asked, and those who ask do not get, and b) you didn't enclose a crispy fiver with your letter, sorry! See, I managed to say all that without being too patronising or stereotypical!
Er, by the way, don't you think your list of games is a bit sissy?

Dear Posty

How's it going? Please tell Rik Henderson that he is a complete and utter a***hole. In the June edition, when he said "C64s were crap" and "he was an Amiga man now", in Computer Boffo of the year 1991, I was going to get my C64 posse to go round to his house and surgically remove his small brain and stuff it where the sun don't shine. If he is an Amiga man, why is he still working for YC? He can sod off.

Oh yeah, is Gunfright out on budget for the C64?

Carl Jones, Wellingborough, Northants


• Rik - an a***hole?



PA: Cor, blimmin' flip! Get up on the wrong side of the bed did we? When you compare the C64 to an Uzi 9mm, of course it's crap! I mean, you can't mow down a group of animal rights activists with a ten-year old computer can you?
And you'll have to put up with Rik even more now, 'cause he's your new Group Editor, and he's here to stay - or at least until the men in the ambulances arrive to take him to his four star padded cell!
And Gunfright is not, to my knowledge, ever going to be out on budget - 'cause it's a pile of dog's muck, so get a life!!!

Dear YC

I'm going mad, angry and vicious!!! You've got to answer my questions or else, and please print this as letta of da munf **(sorry, no bribe, no letta of da munf! - PA)**!

1) Is there any other way of receiving more memory on the Commodore 64?
2) Can you list your top 5 games and music (I would be grateful for this)?
3) Which computer is better, the Sega or the 64?
4) Are the following games ever going to be released on the C64 or C64GS: Golden Axe, Teenage Mutant Ninja Turtles, Super Mario Bros. (Nintendo kind), Wonderboy III, Mickey Mouse, and Street Fighter II?
5) Will you ever put any disk games on the cover?
6) Can you get any 3D glasses and light phaser gun on the 64? If yes, where?

Now I hope your brain hasn't been washed recently, because now I have some

LETTA OF DA MUNF

Dear Posty

How about letting your gran do the letters page? Now, that would be different. Let's talk (oo-er)... I live in Newport Pagnell, yes, Newport Pagnell. What do you mean you've never heard of it? Good God man, wake up. Newport Pagnell has a well known service station, I mean everyone knows Rik got stuck in the bogs there! Oh yeah, and it's near M.K. (Milton Keynes), so I live next door to the YC guys (well, nearly). There's this kid called Maff who makes weird noises like "Guuuuuggggghhhh", so if this letter gets printed please title it Grunt **(NO! - PA)**. Thanks, now let's get down to the point (oww, that point was sharp!).

YC in general: It's crap (only joking!), though it does suffer from people copying other mags' tips and too many mistakes (like the Star Control review).

Questions...

a) I ordered the tape including Wabbit and it still hasn't come. I wrote this on the 8/8/91. Please could you send me the tape?
b) Is anyone going to convert Growl, the arcade machine?
c) What is the best cricket game?
d) What do you think is going to be the Xmas no. 1?
e) Have any of the YC crew ever been to Soft-ly in MK city centre? It's crap isn't it? Or have they been to Willen lake?

That's it for now
See ya
Stuart Sams, Newport Pagnell
PS. Umm, I've forgotten!
PPS. Aaargh! The parcel force van is coming. No, no, I can't stand it!
PPPS. Paul Rigby is funny!
PPPPS. I hope the bribe encourages you to print my letter!



GA: (Granny Apocalypse): Oo.. what a nice young man! Here, give us a kiss and I'll give you a sweety, you cuddly boy!

That Maff boy sounds like an absolute beast, in my day we'd have locked him in a cupboard and not let him out until he'd learnt to control his manners. Even then he'd have to clean out my dear mother's commode for a week, as penance. Tut! Kids today have no respect.

Ooo... I'll try to answer your questions (where did I put my reading spectacles? Aah, here they are!)...

a) Have you thought that the tape may have been lost in the post? In my day a postman would rather die than have his letters go missing! I remember the time when Fred broke both his legs in a cruel 'bicycle meets village tractor' accident and he still made sure our Jenny received her birthday cards - he left a horrible red trail up our garden path though, and collapsed before he could clean it all up!

b) I'm not quite sure what you're on about young man! Is Growl form of shove ha'penny? Ooo... I remember the excellent board they had at the end of the pier in Ramsgate. Or is it one of those horrible 'peep show' projectors you found in the seedier areas of Southend?



c) Cricket's not the same since Freddy Trueman gave it all up you know! He was such a well dressed young man! Lovely whites!

d) It'll be that nice Cliff Richard. Ooo... he makes me feel all young and wobbly again!

e) No, but I have been to Clacton-on-Sea! It's a lovely place, with a rather splendid bingo hall, I seem to remember!

PS. I think that Paul Rigby is funny too, he makes me laugh lots - or was that George Formby?
(Er, I think you can see why my gran doesn't answer many letters! - PA)

ways to make your mag better. Firstly, your magazine is great (that's what all people say, right?). But there's a problem, where has all the colour gone? It's mostly blue, black and white. Please add more colours, it'll be a hit!

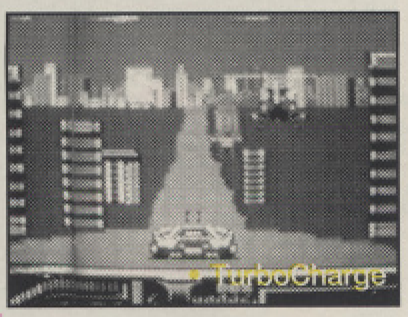
Next, you should add some programs to type in (or people should send some in and they could win something great!). It's for the people who are new to the Commodore 64. One more thing is to add more reviews.
'Til then, goodbye
David Gadze, Victoria, Australia
PS. Don't let yourself down!



PA: Alright (yawn) here's a few answers to your questions:
1) Memory on the 64? Sorry, what was the question again?
2) I didn't know whether you meant top 5 games and top 5 bands, or top 5 game music, so I've given you all of them:

TOP 5 GAMES
(in no particular order)

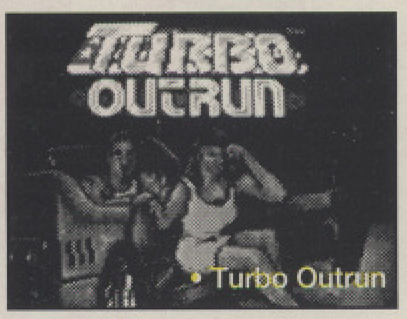
i) TurboCharge (System 3)
ii) Last Ninja 3 (System 3)
iii) New Zealand Story (Hit Squad)
iv) Manchester United Europe (Krisalis)
v) Rainbow Islands (Ocean)



• TurboCharge

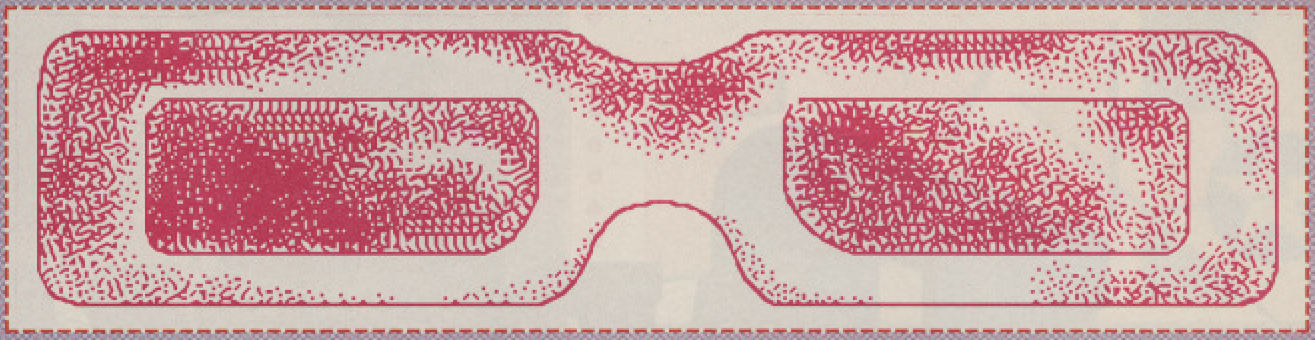
TOP 5 GAME MUSIC
(in no particular order)

i) Turbo Outrun
ii) Last Ninja 3
iii) Manchester United Europe
iv) Licence to Kill
v) Green Beret



• Turbo Outrun

YC CUT-OUT-AND-KEEP 3D GLASSES



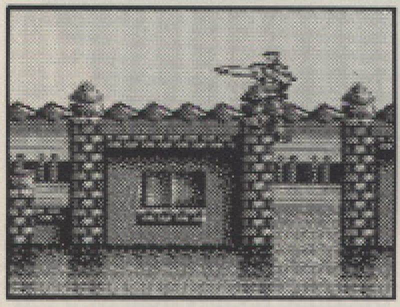
TOP 5 BANDS
(in no particular order)

i) Anthrax
ii) Metallica
iii) Are there any other bands?



3) It depends on a) how much cash you're willing to spend, and b) what you want to do with your machine! The C64 is the best 'cause we don't cover the Sega, and you'd miss out if you had one of them.

4) Golden Axe - about a year ago over here! TMNT - likewise! Super Mario Bros. - see any of my previous answers over the last couple of months! Wonderboy III and Mickey Mouse - not likely! Street Fighter II - Final Fight from US Gold is out pretty soon!



5) You could try our sister title Commodore Disk User, who give away a free disk every month!!!

6) Try Virgin, they used to do a light gun (or was it a heavy one?)! And look above for a pair of YC's very own 3D glasses - cut-'em-out and check-'em-out!

As for more reviews, colour, etc. it's all in this issue, scum!!!

POST GRADUATE

His only wish is to answer all the incredibly dull, serious letters...

Dear YC
Here is a programme for keeping secrets on:

```
10 PRINT CHR$(147)
20 PRINT "ENTER PASSWORD......";
30 INPUT A$
40 IF A$="YC IS BEST" THEN GO TO 50
41 IF A$<>"YC IS BEST" THEN GOTO 42
42 PRINT CHR$(147)
43 PRINT "INTRUDER ALERT!!": FOR CT=1 TO 3000: NEXT
44 GOTO 10
50 PRINT CHR$(147)
55 FOR CT=1 TO 500: NEXT
56 PRINT CHR$(147)
```

You can now enter your secrets! Here is an example:

```
60 PRINT "THE MAG CALLED YC IS THE BEST!!"
61 PRINT ""
```

You can keep going forever but you must finish with these two lines:

```
70 FOR CT=1 TO 10000: NEXT
80 GOTO 10
```

Yours faithfully
Stuart Bell, Nantwich, Cheshire



PG: What an excellent programme of the computer input kind, that is to stay, I was very impressed with your listing which, although it sounds like a prominent sway to one side or another, is of a type most commonly associated with entering into a computer in its specific language, that is to say, this brief computer utility that you have supplied in its base form is most pleasing to me, that is to say... (I think he means thanks for the listing Stuart! - PA)

Alright you rabble, that's all the space I've got for now but I'll be back, you can bet on it, so send your scribblings to.....

POST APOCALYPSE
YC
20 Potters Lane
Kiln Farm
Milton Keynes
MK11 3HF

... and you could win one of these...

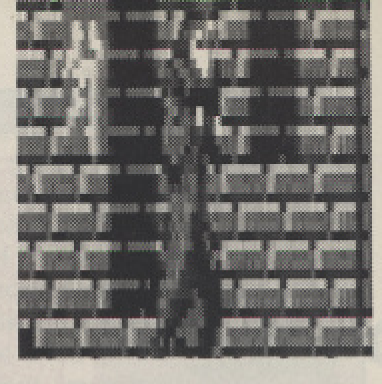


...Er, perhaps not!



outlook

DARKMAN





Night has fallen and *James Kook* stalks the streets looking for revenge, or, failing that, an open Chippy...

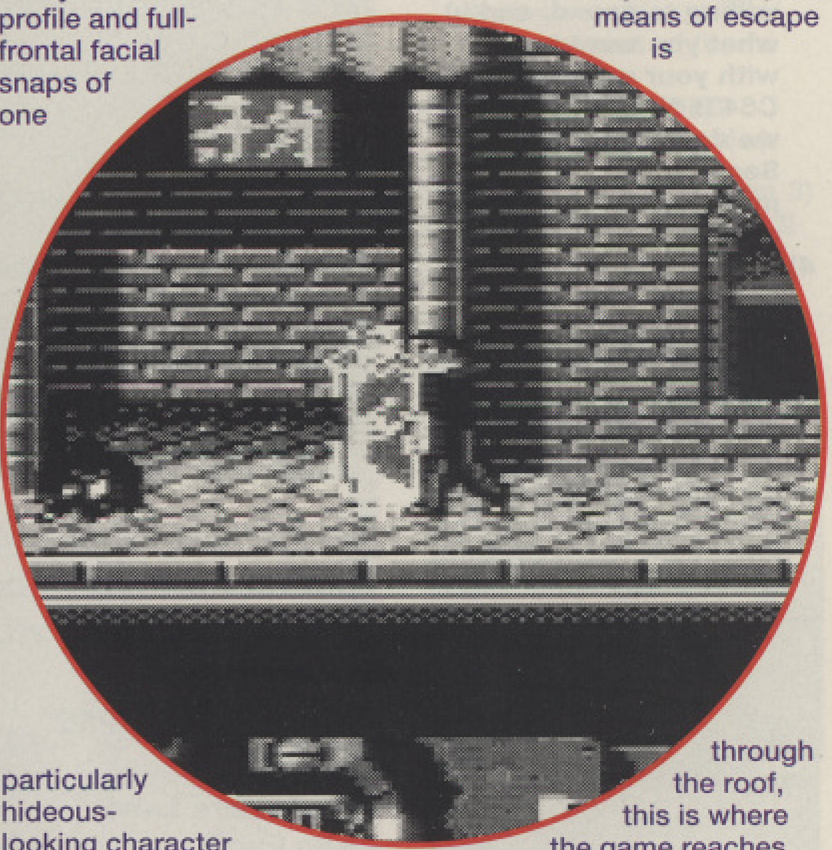
The night is no longer the sole darkness that prowls the hours of nocturn, the visage can no longer be the only gateway to vanity, or to beauty, for a man who once stood proud. A nightmare dwelt upon during daylight hours and echoed at night can be the only company for... DARKMAN. The one remaining determination for him must be revenge.

They may have removed his face but his anger will carry him through. Durant. Strack....dead men! And this is precisely where you come in because, believe it or not, you are now the Darkman, hellbent on rescuing your beloved Julie and disposing of those two evil villians to boot.

You must venture through six levels of torment before you acheive your goal, carrying yours trusty old camera along the way. Level one starts you off on your mission, and there you have to negotiate all sorts of varying nasties that Strack can put in your way
As if half the extras from all the Bruce Lee films weren't enough, savage killer-Pit-Bull terriors are at hand, flying heart-stoppingly fast at your heels.

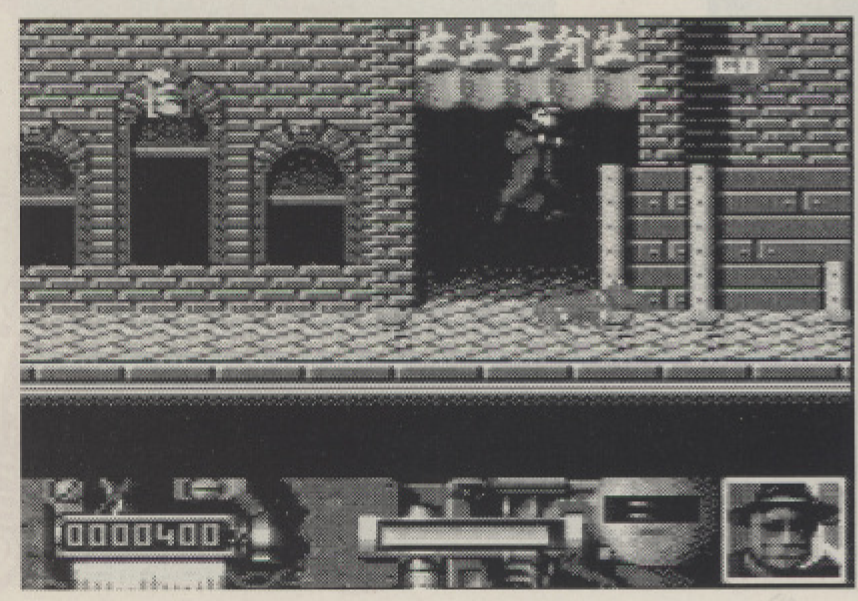
Never fear, however, for you are not entirely defenceless; you maybe ugly, but you can certainly jump, punch or even crouch (deadly assets against such unpleasant foes!). Having jumped, punched and crouched your way through this little lot, it's time to get that camera at the ready.

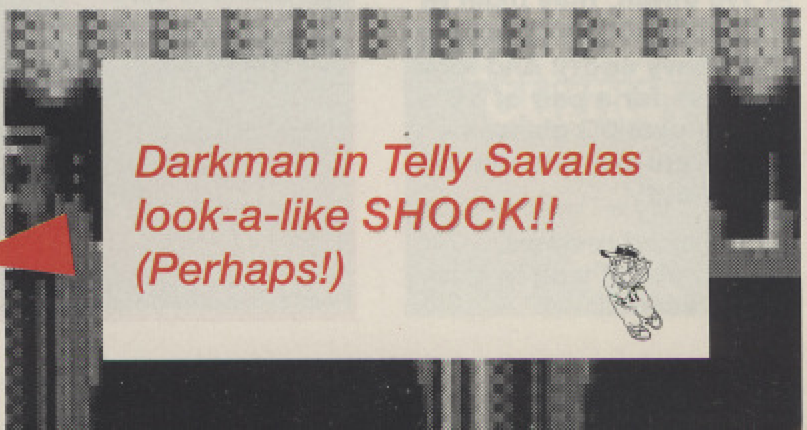
No, you're not going on holiday, this is the time to seek disguise so you can mingle with the henchmen without being discovered too easily. You must take profile and full-frontal facial snaps of one particularly hideous-looking character so you can make your mask.



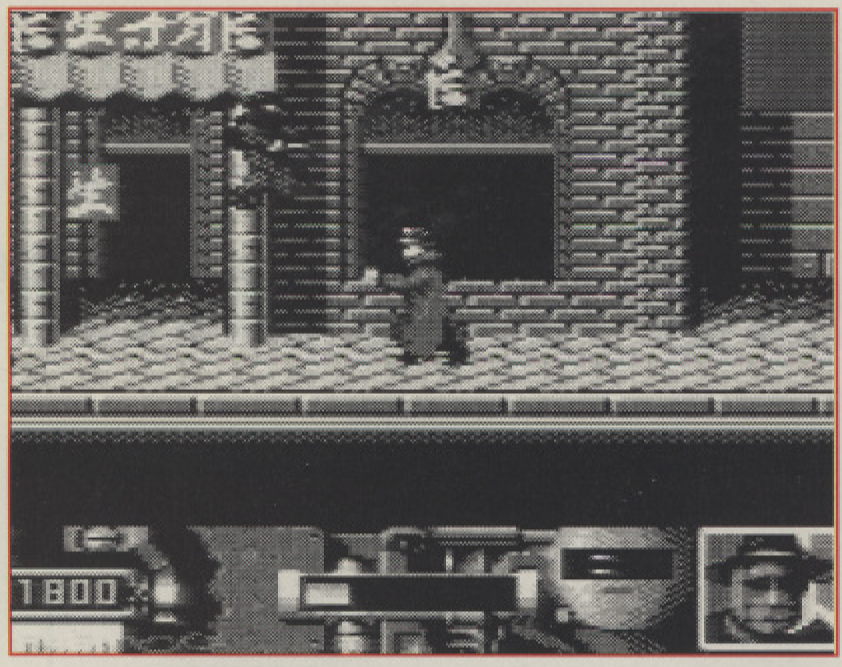
This isn't easy as he only appears for a fleeting second at one of many windows in a building, and it's uncanny how quickly he manages to dart from window to window, upstairs and down, without bumping into several other persons all doing exactly the same thing!

Armed with your new features, you enter level two; the factory. Your only means of escape is through the roof, this is where the game reaches new heights (ho,ho!), because as any self-respecting "Darkmanite" will tell you, the mask won't last forever, due to it's reaction to the sunlight.





Darkman in Telly Savalas look-a-like SHOCK!! (Perhaps!)



TEN THINGS TO DO ON DARK NIGHTS

1) Paaarrty!!!!!
2) Drink (er, Coke of course)
3) Make ghostly noises
4) Sleep
5) Watch the stars
6) Watch the TV
7) Er...
8) That's it, probably

Now help me if I'm being stupid here, but I would have thought that this particular factory, with its complete lack of windows and light, would have been ideal for our super-hero's mask, but no, sure as eggs are eggs, fade it deos and the henchmen recognise you with stunning rapidity, making your escape even more hairy.

Levels three, four and five take you from the rooftops, into your laboratory, and onto an oil tanker by means of a handy rope hanging from Durants' helicopter, (confused? Play the game!).

Finally, you find yourself at the bottom of a skyscraper with Strack and your beloved Julie waiting at the top. Dodging your way up, more henchmen will get you to meet them, and I don't think polite pleasantries are on the agenda once you're there.

This is actually a very enjoyable game, with lots of things to do along the way to keep eveyone happy. The graphics are very good, and the gameplay nice and difficult, something to get your teeth into.

A blatant disregard for keeping to the storyline (see ninjas above) doesn't deter from a game that will probably keep you amused for a long time.

CREDIT CARD

Supplier: Ocean
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Creditable graphics!
✓ Long-tarm amusement!
✓ Challenging gameplay!
✗ Doesn't stick to film plot!

"A game that will probably keep you amused for a long time..."

OVERALL **78%**

EXILE

YC blasted *Jason Miller* into space - it seemed like a good idea at the time!

The comforts of home have gone from your grasp, no longer can you stuff your greedy face with hot dogs, cakes and coke.

You're on the way to Phoebus in outer space, where a slap-up gourmet meal is the size of a little headache pill.

So, big stomach wobbles cos of the excitement of going into space for your country! But so what? Those little green creatures are not going to be waving flags at you when you arrive, they're going to zap you to smithereens.

As you may have guessed, this mission takes place in a world undiscovered by humans - until now. Your task is to rescue your crew and try and regain your destinator which has been stolen from you.

It is up to you how long the mission lasts or how long you can stand dodgy food, and creatures that want to give you a rather unpleasant time in space.

Once you have your destinator, your next task is to destroy the aliens' maggot machine (ideal for any passing, high-jumping, intergalactic salmon).

But around you, everything's gone strange. There are creatures that look as if they have gone and run straight into a big truck that was heading towards them at 100mph.

There are also huge birds that will play with you (oo-er!), although this will delay you as you are playing against the clock and time is highly important.

So don't hang about, zap him up and clear the hell out of there.

Exile is a strangely different game based upon the idea of a mind boggling puzzle and tasks to complete before you are able to carry on to the next level.

Ultimately, it's a rather corking game, although it pales after a while.

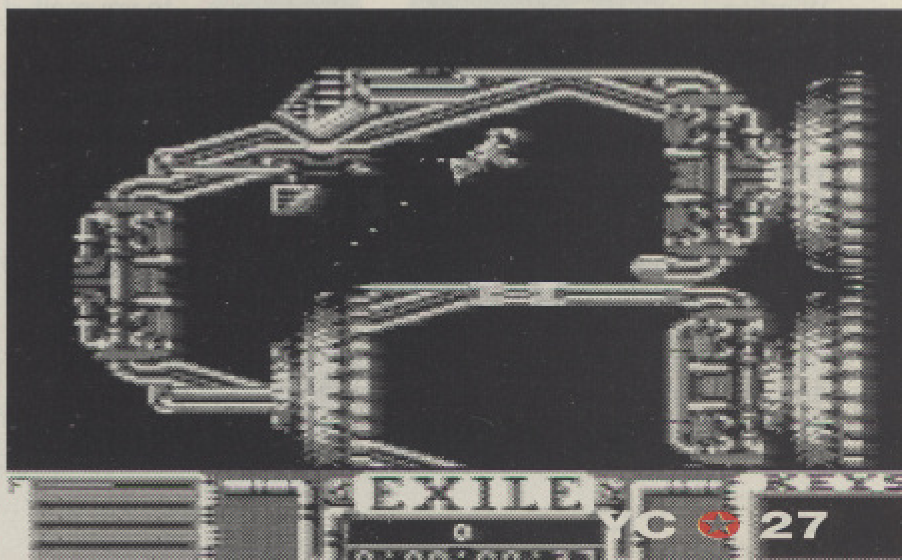
CREDIT CARD

Supplier: Audiogenic
Price: £9.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Fantastic use of puzzles!
✓ Attractive gameplay!
✓ Rather poor graphics!
✗ Lacks a certain oomph!

"a strangely different game based upon the idea of a mind boggling puzzle..."

OVERALL **68%**



GRAHAM GOOCH WORLD CLASS CRICKET

James Kook takes a hazy Summer afternoon off to eat cucumber sandwiches with the Vicar and watch the silicon version of England's national sport.

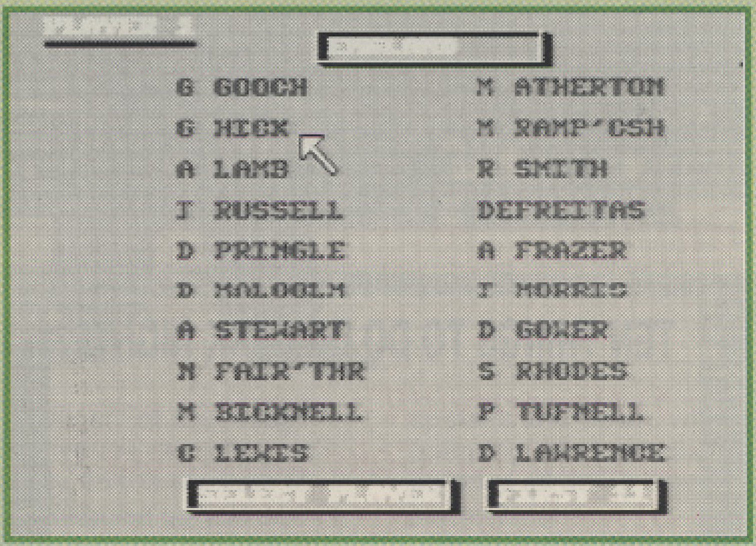
Ah, here we are once again, as the sun sets on yet another summer of sporting activities on the fields of English counties. The cool breeze, the smell of the grass being left to grow a little longer than usual, and the faint sounds of leather on wood can still be heard on local village lawns here and there.

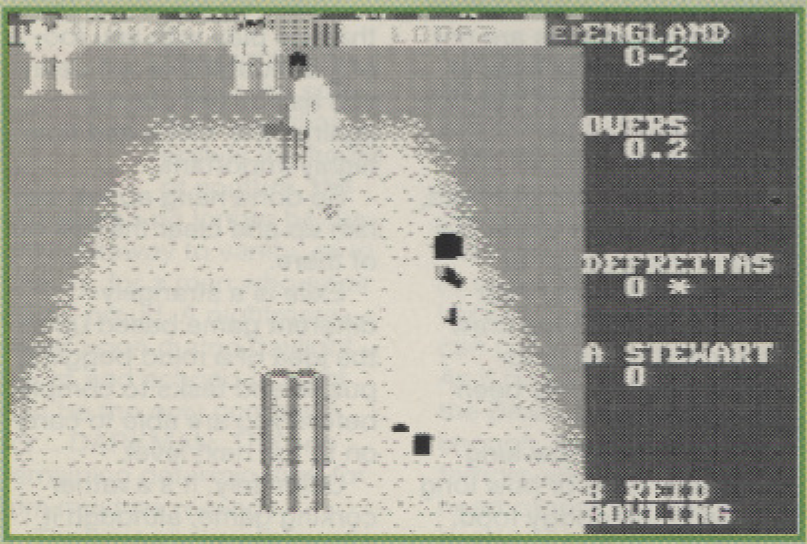
Yet the cream of the land are still busying themselves, jostling for recognition to be selected for...."Graham Gooch's World Class Cricket." And suddenly you're there, pitting your wits and doing battle with the greats of the world; the Windies, Aussies, New Zealanders and the Pakistanis.

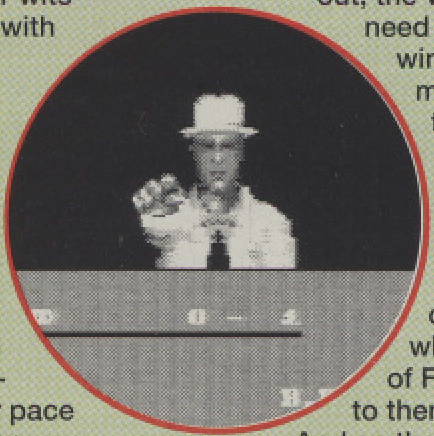
You pick your team from the keen gathering of men at your disposal - are you going for pace or spin, slogger or blocker? The coin is spun, and you're put into bat, there's no going back now!

But you're OK, Gooch is there, strong, solid and imposing as he takes his stand at the crease, nothing can prevent you from guiding him to another first class, earth-shattering century... Marshall comes thundering down the pitch towards you... he bowls... it pops up... you lift Gooch's bat to defend... it strikes his armpit.. HOWZAT???... no, surely not... it's given... ABW!... Arggghhh!!!

That's it, 0 for 1. A complete collapse follows, with the only saving grace being Gower edging a lucky single over second slip. 1 all out, the Windies only need a couple to win. Never mind, you say to yourself, if they managed to bowl you all out in just under 4 overs, think what the likes of Fraser can do to them.







And so the excitement reaches fever pitch again as you prepare to bowl. A bouncer ought to loosen their openers up a bit. You start your run... hurtling down the pitch... you fire one in... it pitches short... it bounces, feircely smacking Haynes in the chops... Ha! you cry, that'll show 'em... but no, what's this... incredulously the ball careers of his already-swelling cheeks for... SIX!?!?!?

It's all over, it's finished, the end. Goodbye heroics, hello seriously-flawed computer game. In the history of computers, rarely can there be a game of such devastating incompetance as this one. To see it is to beleive it, even if I'd given birth to it, I'd still not accept it in my own home, utter rubbish!

The graphics are appalling, with absolutely no collision detection, as far as I can make out.

There isn't anywhere near enough time to think about how you're going to bowl or bat, and there's an impossibly annoying wait before the screen shifts to the fielding mode after the batsman has struck the ball (usually with anything other than the bat).

The only angle of the game which could actually be entertaining, the two player mode, I didn't get a chance to see because no-one wanted to go near it.

To say the game is difficult is like saying Dennis Lilley took the odd wicket or two, once or twice. I played against all the teams possible and didn't survive more than 3.5 overs, with a maximum score of 4 runs.

Bowling, I assure you, is no more rewarding whatsoever, with fielding possibly the most boring pasttime ever (mind you, isn't it anyway!).

You can opt to merely view the game, without participating more than choosing the batting and bowling order. You can't position fielders nor blow rasberries at their batsmen, boo! But you could blow a rasberry at the licencees if you like!

CREDIT CARD

Supplier: Audiogenic
Price: £9.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ There is some potential!

✗ Fielding is dull!

✗ Bowling is unrewarding!

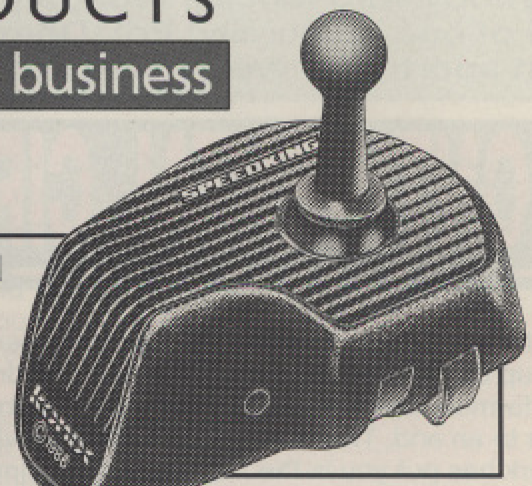
✗ Dismal graphics!

"blow a rasberry at the licencees if you like!"

OVERALL **22%**

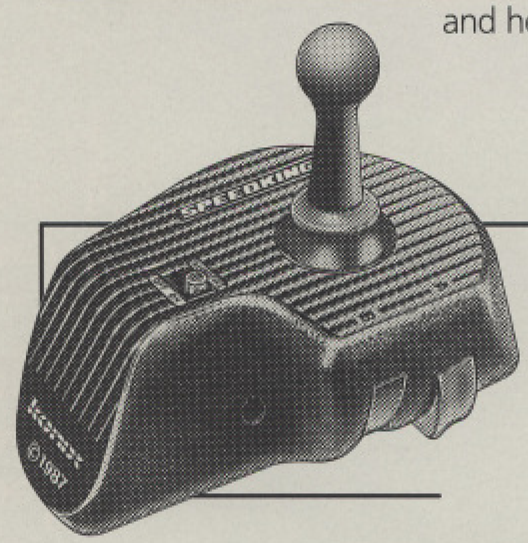
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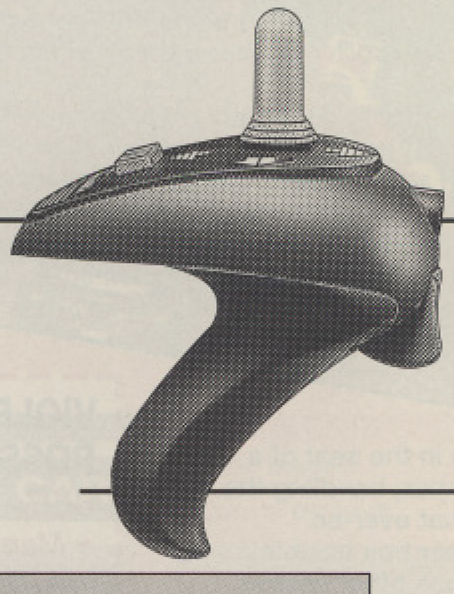
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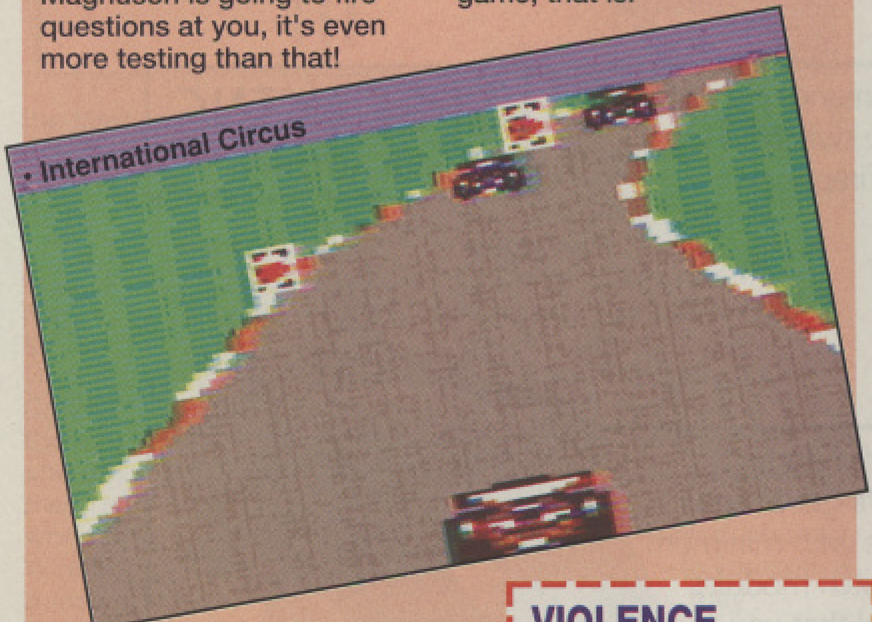
GRAND

Er, quite remarkable... Domark's newie is named after the programme that your dad watches when everybody else is watching The Chart Show, or off down the shops. *Jason Miller* puts on his Des Lynam jumper and moustache and commentates his way through this four game compilation...

Compilations, who'd have 'em? (Well, er, everybody who fancies four games for the price of one, generally! Ed). Domark's is all about sport too - well, here goes...

CONTINENTAL CIRCUS

The pressure is building up on Mansell, as the formula one season draws to an end. Therefore, Domark has put you in the hot seat - although this doesn't mean that Magnus Magnuson is going to fire questions at you, it's even more testing than that! - you may even become the number one driver, as you go around corners at speeds that will get your adrenalin going. If you can stay awake long enough during this incredibly dull game, that is!


• International Circus

You are in the seat of a Formula 1 car, handling the terror of that ever-so famous gear box trouble, and all those other nasties that can happen on the circuit. So tighten your buttocks, and you're away tackling the Continental courses and trying to qualify

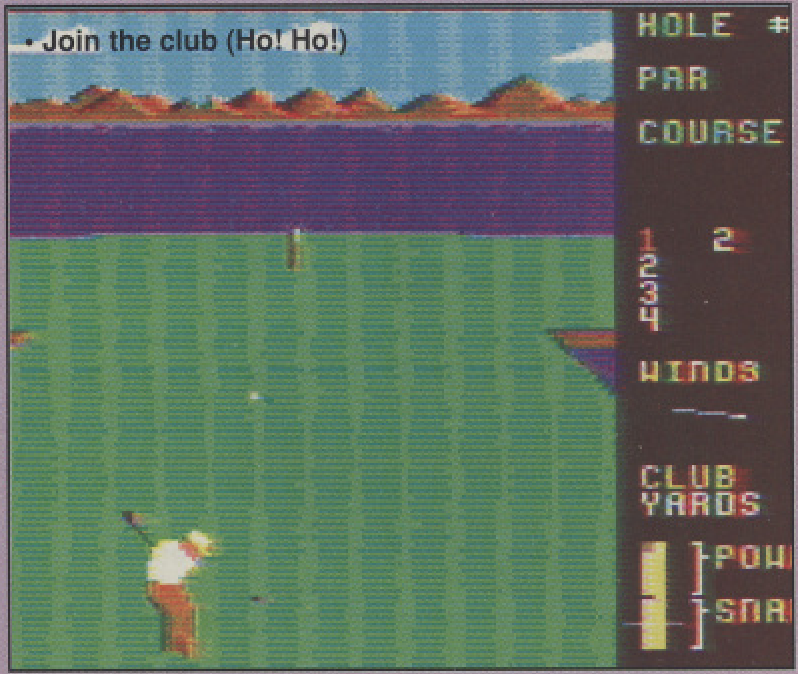
VIOLENCE POSSIBILITIES:
65%
∗ Mansell vs. Senna duel
∗ Team tactics (sugar in fuel tank?)
∗ Outrageous crashes
∗ Crashing your opponent out (Senna?)

WORLD CLASS LEADERBOARD

Grass all around you where-ever you look, with tiny little flags in the far distance. A drug baron's paradise? No! It's where men and women show off their designer sweaters, whilst smacking a ball around and trying to get it into a hole (oo-er)!

Puzzled? Well, so too are the golfers - shouting "fore" as if they were at a Cricket match (although this is only when England are not playing, as fours are very rare indeed at such occasions).

Golf is the ideal game for relaxation, 'cos even the most important things in the world play second fiddle to golf.



• Join the club (Ho! Ho!)

No, I'm not going mad! (Er, I think you're already there actually! Ed). When George Bush heard America was at war in the Gulf he was out on the Golf course getting in some practice, someone must have forgotten to tell him this is golf with an 'o' not a 'u'.

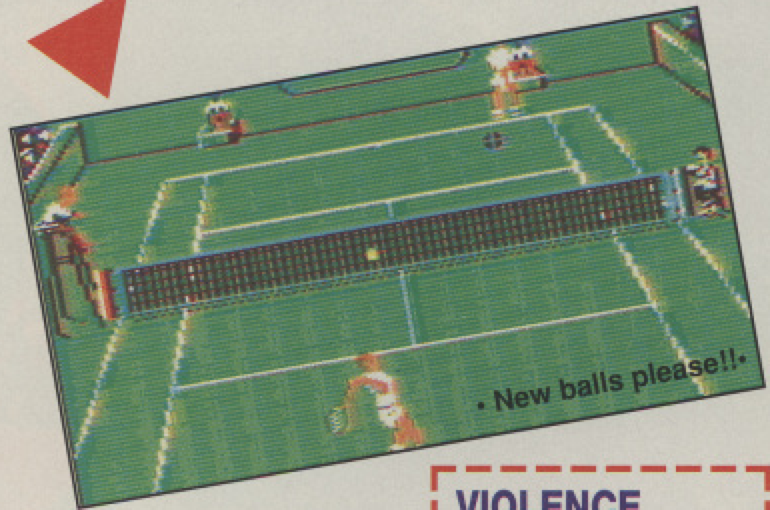
Anyway, the game is based on a leaderboard with three different levels from 'novice' up to 'pro' - where the wind conditions put an end to even the best- so get your handicap down and tackle the four courses that wait to be conquered.

It all plays very well, and if you haven't got the game in any of its other incarnations, it's probably the best on this pack (by far).

VIOLENCE POSSIBILITIES:
20%
∗ Players hitting each other's balls (ouch!)
∗ Clubbing one another
∗ Ryder cup, U.S.A. vs. Europe racist abuse

DSTAND

PRO TENNIS TOUR



• New balls please!!•

VIOLENCE POSSIBILITIES: 25%

✶ Mcenroe and his tempers normally culminate in rackets flying everywhere
✶ Crowd abuse ("Becker is best!" and "You're going home in a black Rolls Royce!")
✶ Players sticking the ball up the umpires nose when called "out"

When people get out their rackets and balls (oo-er) (Jason wins the award for "Most over-use of the word Oo-er in a game review"! Group Ed) it can only mean one thing (A meeting of the Freemasons perhaps? Ed).

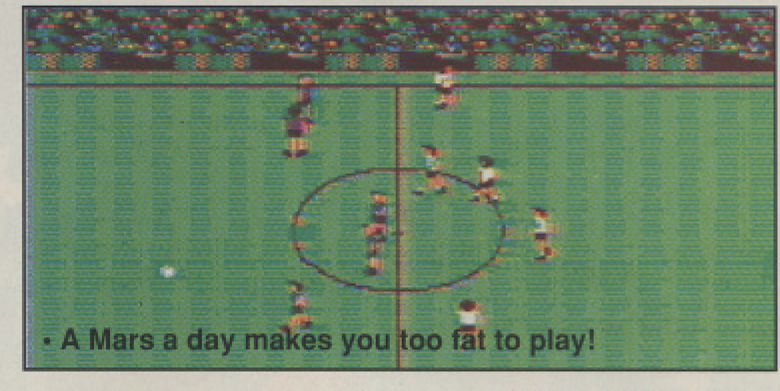
Yes! Tennis is here once again. The guys are back in their all white uniforms - courtesy of Ariel automatic - and, of course, Agassi and his flamboyant look, taking the Jase image of a multi-coloured shirt and not being scared to make a fool of himself in amazing colours.

When you can volley, lob and smash you can give your opponent a back-hander down the line (what? Like a bribe? Readers) leaving him looking at the chalk dust as he has no answer to your supremecy in the world of Tennis. Winning tournaments one after another, trying to gain a better position in the seeding league.

It's set on three types of level difficulties and playing surfaces and once pro you can hit the ball as hard as Becker. Pro Tennis is a very fast and hard competitive simulation that you will not want to put down.

Grandstand is a bit like the TV show of the same name. A couple of highlights, but generally crap!

GAZZA'S SUPER SOCCER



• A Mars a day makes you too fat to play!



VIOLENCE POSSIBILITIES: 100%

✶ Millwall fans and "that bottle looks good in your head mate!"
✶ Luton's policy of "lets throw a party! No, better still, let's throw our seats onto the pitch!" "Lets nobble that flash harry over there!"

When the Mars-a-day man Gazza wept for his country in the World Cup, the nation took him to their hearts. Now, crying is a tradition when Gazza is involved and 'Gazza's Soccer' will certainly have you in tears - mainly due to such a lousy effort of a footy simulation.

This game does not do any justice to the Geordie lad at all. Whilst he was out in Italy sweating his heart out and, of course, making mega bucks, Domark (and originally Entertainment International) go and bring him down from behind (Vinny Jones style)!

The designer must've thought the more viewpoints in the game the better, 'cos it starts in side view, and when you get to the goal area it switches suddenly to sort-of top down. This sounds okay in theory but in practice it jolly well don't work, as the controls change also, so nine times out of ten your little man will just wander off the pitch, into the dressing room, and onto the number 49 bus.

Man Utd Europe is the game of the century for footy sims and World Championship Soccer was the worst until now. That honour is now, without question, Gazza's this ranks as highly as Sophie Lawrence's singing.

But if you would like to tackle Europe go ahead, this is definitely a Spurs fan's game i.e. you'd have to be thick to buy it- (Careful! Ed), the rest of us should treat it like the plague - keep well clear of it.

CREDIT CARD

Supplier: Domark
Price: £14.99 Tape, £19.99 Disk
Availability: Out now!!!

✓ World Class Leaderboard is good!
✗ Continental Circus is poo!
✓ So is Pro Tennis!
✗ And Gazza's is horrendous!!!

"A couple of highlights, but generally crap!"

OVERALL **76%**


YC POSTER
MEGA TWINS



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IT'S MEGA...

...Twins, that is! US Gold and YC get together to come up with a competition so juicy that the man from Del Monte, he say; "Oh, let me win? Pleasey???"

2 FIRST PRIZES:

- *A CASSETTE PLAYING FUNK MACHINE WITH RADIO DOOFERS AND EVERYTHING!*
- *A US GOLD GOODY BAG WITH A FEW POSTERS, BADGES, A GAME AND ANYTHING ELSE WE CAN CRAM IN!*
- *A MEGA TWINS POP UP FLOPPY THING ON A SPRING!*

5 SECOND PRIZES:

- *A US GOLD GOODY-WOODY BAG!*
- *A MEGA TWINS SPRINGY THANG!*



US Gold gave us a call t'other day, and it went something like this:

US Gold: Hello? Is that Rik and Jeff, the wacky funster fellows at YC magazine?
YC: Er, no! This is the office cat, actually - hang on a sec and I'll put you through...
R&J: Er, hello? Can we help you?
US G: Yeppy-doo-dahs! We're US Gold, the amazing people who brought you classic games like Raid Over Moscow, and Bounty Bob Strikes Back (but don't mention Outrun or World Cup Carnival), and we're calling to inform you that Mega Twins is going to be a rather corking arcade conversion!
R&J: We know, as we have seen the arcade machine and were well impressed!
US G: Oh goody! In that case how would you like to give away a pair of completely wicked cassette decks (both identical, hence the connection with Mega Twins. Clever, eh?) and a few other US Gold goodies?
R&J: Surely we would, for we love to treat our readers with such stunning compos because they're all so spiffy!
US G: Done, then! Hurrah!!!

So that's it readers! That's the Honest-To-God truth of how YC and US Gold got together to give you such stiffy prizes (Er... are you sure about this? Ed).

BUT WHAT DO I HAVE TO DO?

Well, we've made it completely and utterly easy-peasy - so we don't want any whingeing, or complaints, and anybody who doesn't enter is priveleged with a visit from our good friends the 'Siamese' Twins from the roughest parts of London's East End gangland - and they know what to do with kneecaps, cement mixers and the bottom of the River Thames.

All you've gotta do is flick through the ENTIRE copy of this ish of YC and spot as many Mega-Twins as you can (they're quite easy to recognise, really). And when you think you've seen them all, write how many there are on the back of a postcard (or sealed envelope), with your name and address, and send it to **"THE TWO OF US COMPO, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF."**, *by the 1st November 1991, and you could be in with a chance of grabbing the goodies!!!*









THE RULES

- Employees of US Gold and Alphavite Publications are bally well not allowed to enter, otherwise it just wouldn't be fair and the whole of our democratic state would collapse due to the chaos of it all!
- The Ed and Group Ed (Jeff & Rik) are the fellows that everybody should listen to when it comes down to it, and if they say something you can be pretty damn sure that they mean it. Oh yeah, and their word is final!
- *Please allow 28 days after the competition closing date before notification of the winners!*



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TURBO CHARGE

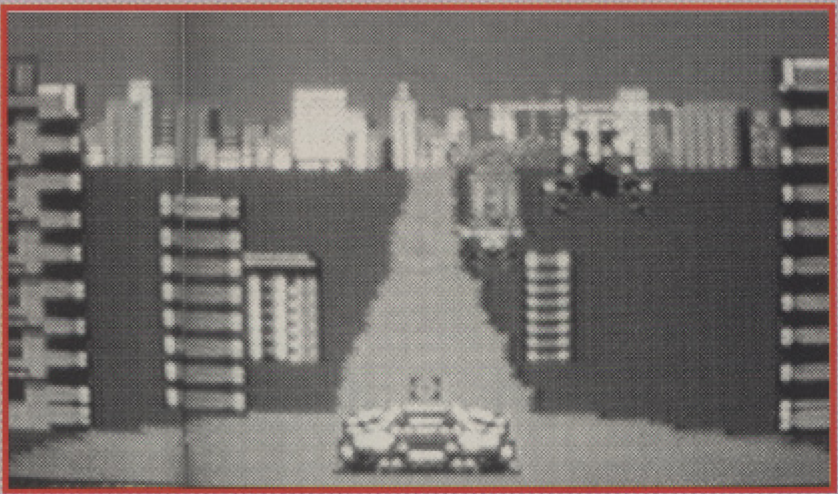
outlook

Fast cars! Gun shoot-outs! Helicopter attacks! It may sound like Milton Keynes shopping centre on a Saturday, but really they're all in this latest in driving games. *Rik Henderson* spins his wheels, and checks it out...

"Hurm," said a bod at System 3, "I fancy that we should do a driving game!" And believe it or not, they have, but not any old driving game, no siree.

Instead the company responsible for the only game to have ever been awarded 100% in YC (Last Ninja III) decided that what we needed was a driving game that was a cross between Chase HQ (and sequel) and the fastest buggering thing possible - and do you know what? They did it!

Turbo Charge breaks boundaries in more senses than one. Firstly, its plot revolves around you trying to reach different borders in different countries, and eventually catching up with a known third world leader and blowing them away, and secondly, it does it in quite a unique fashion (although you wouldn't notice at first).



One complaint that's normally aimed at such a product is that it's too hard to control the car and shoot the enemy at the same time - after all, it IS an arcade game, and not a simulation! Turbo Charge deals with this by having you actually control the road, and not the car - which, although it feels like you're controlling the car at all times, means that you are not likely to crash into off the road obstacles.

At times there are points where the road splits into two, and you have to watch which way the opposition cars go to see which way you should go, otherwise you'll run head-long into a brick wall, and I bet that smarts!!!

This all adds to the frantic action of Turbo Charge, this and the shoot-'em-up aspect where you can blast your way through everybody, with either your pea-shooting Uzi 9mm, or a he-uge rocket launcher.

Also, when you get to the end of each section, the world leader will be waiting for you, and he'll weave about the road firing shots at your car, while you shoot at his, it's basically a battle until one of you runs out of damage points.

YC FUN 1

The graphics are pretty cool, with an incredible number of roadside extras (bushes, advertisements, camels - you know the sort of thing!), but the real impressive side of it is the speed - to be honest I've never even played an Amiga driving game that was this fast.

The programmer, Chris Butler, also coded Power Drift, but has easily surpassed even his excellent work. Turbo Charge is THE best C64 driving game ever!!!

YC'S TOP TEN CARS:

1) Golf GTi
2) Porsche
3) Ford Cosworth
4) Lotus Eprit
5) Corvette
6) Ferrari Testarossa
7) Lamborghini
8) Skoda!
9) Reliant Robin!
10) Sinclair C5!! (Er... are you sure? Ed)

CREDIT CARD

Supplier: System 3
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ The speed is incredible!
✓ Tonnes of shooty action!
✓ Loads of levels and baddies!
✓ It's not too difficult to control

"Turbo Charge breaks boundaries in more senses than one."

OVERALL 97%



VS. OUTRUN EUROPA

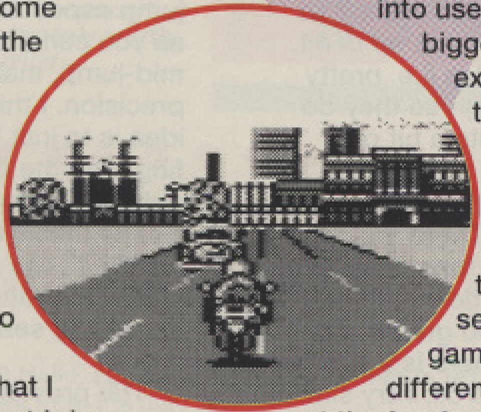
YC FUN 1

Outrun with jetskis? Yep, it's true mateys. *Rik Henderson* squeezes into his wet suit and finds out what US Gold is driving at...

First there was Outrun, which was, in a nutshell, crap! Then came Turbo Outrun, and surprised everybody through being a truly stunning arcade conversion, and boasted probably the best graphics ever seen on a C64 driving game.

Now here's the game that was meant to come out in between the two above, and the question is "where on Earth did I leave my umbrella in 1984?"

The answer to that is, unfortunately, that I have no idea - but I do know that Outrun Europa is the best of the trilogy by far! So far, in fact, that it's currently living on a small iceberg just off the coast of Iceland.



Firstly, the gameplay is a bit more varied this time than just the old 'race-'til-you-drop' type displayed in the originals, for two reasons, really.

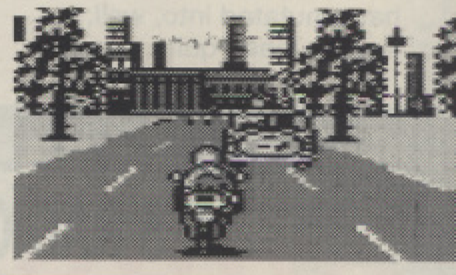
There are some sections where you can lob bombs at the opposition, and some where the boost will come into use. But the biggest extension on the theme is that each level (i.e. each load) is a truly separate game, with a different vehicle at the forefront for your use.

The other incredibly novel thing about Outrun Europa is that it's not a game smothered in pictures of blonde babes in bikinis and Califonian beach bums hanging around trying to get a glimpse of the latest in Ferrari technology.

Instead, your car has been absconded, nicked, annexed, taken by force, stolen, and it's not here anymore. So in your chase to get it back you have to jump on any old bicycle that happens to fall in your favour.

The graphics are not as good as the previous game (Turbo Outrun) which is a bit of a strange occurance, cos Probe did them both, and unfortunately the multi-loader takes absolutely ages!!! But that's enough niggles, now comes the paragraph of absolute praise...

WHAT A SPLENDID GAME!!! Er, that's it. It's not as good as Turbo Charge (what could be?) but it definitely comes close. Where it falls down is in difficulty (it's a bit difficult for people like me, i.e. crap at games) and lack of action-orientated gameplay. If you, like me, love driving games it'd be well worth getting both of these games - after all if you add the cost of each together, it's still cheaper than a crappy Amiga game.



CREDIT CARD

Supplier: US Gld
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Very fast indeedly!

✓ Good variety of levels!

✓ More vehicles than Miami Vice!

✗ The graphics are a bit crappy at times!

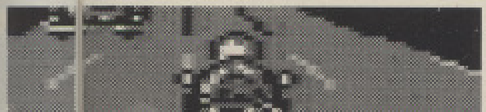
"...the best of the trilogy by far."

OVERALL **92%**

TURBO CHARGE VS. OUTRUN EUROPA

Here we put the two games head-to-head and mark them both for the factors that make driving games great. Each score is out of ten...

	PLOT	PRESENTATION	GRAPHICS	SONICS	SPEED	EXTRAS	OPPOSITION
TURBO CHARGE	7 Saving the world by ridding it of the most unpopular leaders (Gadaffi, etc.) may sound original for driving games, but it's a bit old hat in game terms!	10 Loads of high-res screens and intro bits and bobs, make it look splendid!	8 The graphics maintain a high quality throughout - and the bullet holes in the screen is a neat idea.	10 Excellent music, and the sound FX are on top. The most unique thing about it is it uses four channeled sound AND the FX still go over the top!	10 So fast you'll have to be Ben Johnson (ie. take loads of drugs) just to keep up with it!	8 Loads of meanies to blast, a change of car colour when you go into tunnels, and occasions when the road forks into two and you have to follow the correct way!	10 More meanies along the route than there are sheep in Wales. And incredibly tough end-of-level cars that you have to blast.
OUTRUN EUROPA	6 Somebody nicks your car, so you go off to get it back, whilst - at the same time - trying to clear your name for a crime you did not commit. Er, c'mon guys?	9 Just a few story-board screens in-between each level, although they're done really well.	7 The graphics seem to range from 'completely stunning' to 'er, what the hell is THAT?'	9 Brill music basically!!!	9 Uses a completely different technique, but is still pretty damn speedy!	10 More vehicle changes than James Bond! There's also the option of a boost button (like Turbo) but you can replenish your boost by picking up icons along the way!	9 Many other cars (not as many as Turbo though), but has the police involved as they try and sneak up on you.



AT THE CHEQUERED FLAG (out of 70)
Turbo Charge 63
Outrun Europa 59

So Turbo Charge is the winner by just two points, hurrah! But as you can see by the games' Credit Cards, they are both completely brilliant!!

outlook

RUBICON

YC's own lime green, glow-in-the-dark, mean-machine *Richard Taylor* trots off to fight muties in this post-disaster thriller.

Poor old Koala Island, it's always having a rough time.

This time a Soviet powerplant has exploded and radioactivity has covered a 300 mile radius. As a result, the climate has changed dramatically and all life-forms have mutated into, well, to say the least, quite hideous creatures. Although these creatures are beyond recognition, they still posses the characteristics and intelligence of everyday people, since some of them were once human.

They are quite dangerous, so they must be disarmed or destroyed before they can do any real harm, which they may well do when they find the remains of the powerstation and try to blow up the world, as these people always seem wont to do. I'm sure they're nice people really, and have families and love each other and things like that, y'know.

Anyway, you have to storm in and basically shoot the hell out of everything. The gun you are armed with, although small, is quite juicy (it's not how big it is, but what you do with it) and can really let rip when needs be. Just as well, considering that some of the monsters to shoot are made up of 64 whole sprites (i.e. pretty damn large) , so they do require quite a bit of "learning".

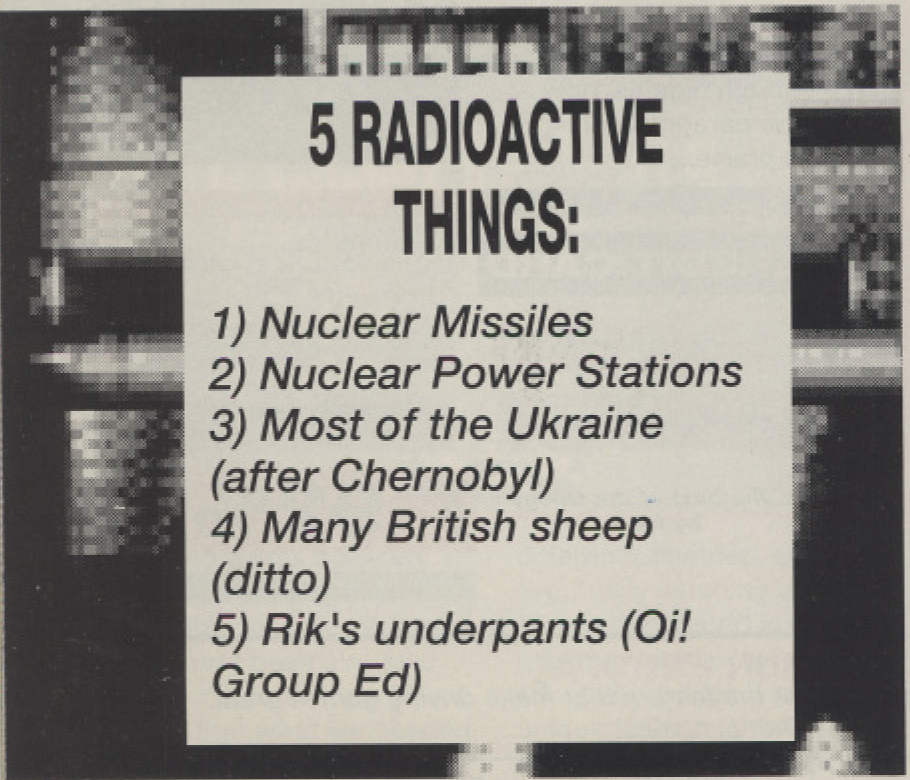
The graphics are excellent. There are absolutely tons of sprites, all really well designed and the background graphics are brilliant. There is a two layer parralax scroll, very similar to that of Flimbos Quest, that works really well. Some of the sprites are (as mentioned earlier) absolutely humungus like for instance a huge 'Sumo wrestler' type of person that punches the ground and sends masonary dropping everywhere.

There are creatures that are on your side, that have to be freed from their cages so they can assist in some way. The first one lets you sit on it's back as a more efficient form of transport, with a chunkier weapon also.

Control over your man is very good. It's easy to move around, jump and shoot. The jump especially is very good, as you can move your man in mid-jump, making it all very precision. I think the best idea is to just keep your finger on the fire button, with auto fire of course!

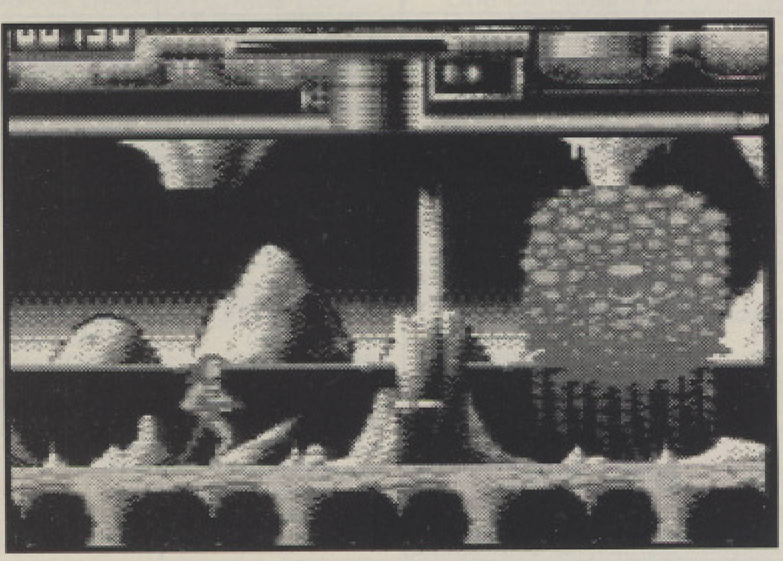
The music and sound effects fit the game really well, the sound effects especially seem to be perfect for it.

The presentation on the whole is excellent.The title screen is great and the



5 RADIOACTIVE THINGS:

1) Nuclear Missiles
2) Nuclear Power Stations
3) Most of the Ukraine (after Chernobyl)
4) Many British sheep (ditto)
5) Rik's underpants (Oi! Group Ed)

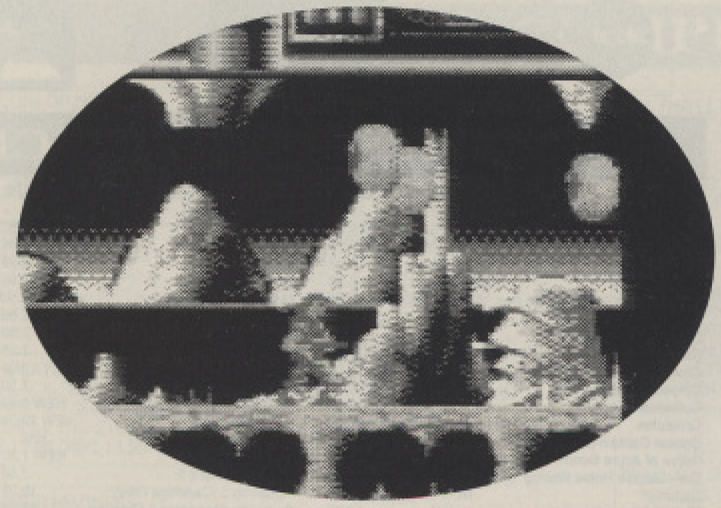




loading screen with a running man, is brilliant. There are loads of flashy little effects everywhere, like when you finish a level and it loads the next.

Loads of smoothness all round, loads of flashing colours, and, basically it's a very polished product.

This is definitely worth buying if you are into the shoot 'em up scene, even just a little bit. There's more to it than just killing things! (Like what? Ed)



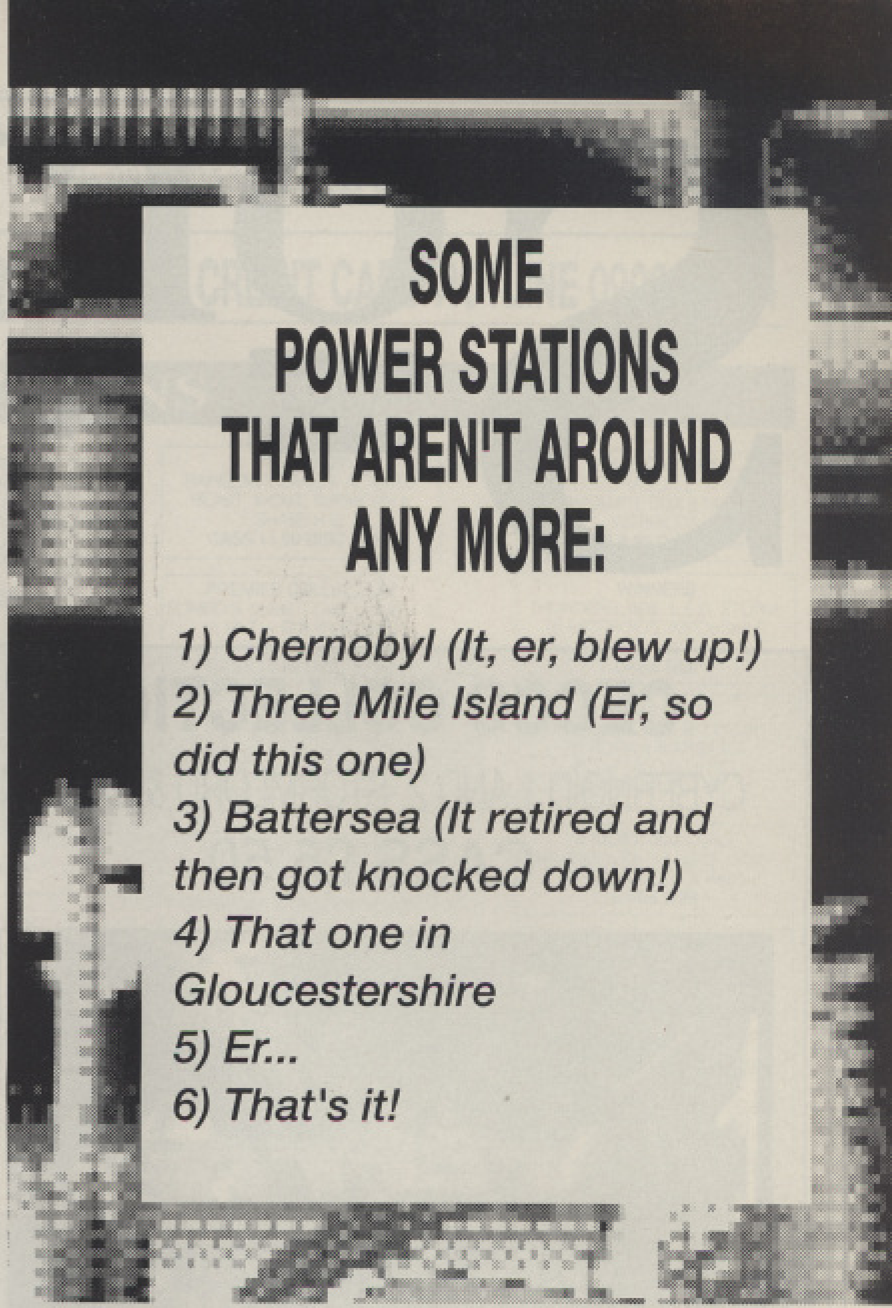
CREDIT CARD

Supplier: 21st Century Entmt.
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Mega meaty graphics!
✓ Brilliantly addictive!
✓ Stonkingly sonic sounds!
✓ A very good game!

"basically it's a very polished product. This is definately worth buying..."

OVERALL **93%**



SOME POWER STATIONS THAT AREN'T AROUND ANY MORE:

1) Chernobyl (It, er, blew up!)
2) Three Mile Island (Er, so did this one)
3) Battersea (It retired and then got knocked down!)
4) That one in Gloucestershire
5) Er...
6) That's it!

EVERYONE'S A WINNER, BABY (IV)

(Twinkle, twinkle!) Hello, again. YC Office Fairy here to tell you about the compo winners from the July ish.

If you're lucky enough to have won, don't call YC! I'll either be sending out the prizes myself within the next month or be passing the names and addresses for some of the compos to the generous companies who've stumped up the prizes.

But let's crack on, just pausing to say: You've got nothing to lose (except, perhaps, the cost of a stamp) if you enter a compo, so DO IT! We don't run 'em for nothing, y'know...

"I'd rather be red than dead" compo

Here you had the opportunity to win 10 posters of Manchester United Europe, signed by Steinar, te artist responsible. To win, you had to write down the name of Manchester United's home ground and send it to us. The answer is, of course, Old Trafford. And the winners are...

D. Steel, Cumbria; Shahid Aslam, Manchester; Luis Palido, Brixham; Michael Jones, Birmingham; Roy McCarthy, Cork; Terence O'Brien, Co. Offaly; Shane McElroy, Co. Down; Anon, Penrose Close, Coventry; James Woods, Beckenham; Spencer Hobbs, Norfolk; Sven Johnson, Eire.

"Fun in the Sun" compo

I, the Office Fairy, was quite frankly stunned by the poor entry to this compo. We had 5 Kodak Fun Cameras to give away, f'God's-sake! You had to name the members of the YC team that starred in the photo story on the same page. The answer was: Beverly Gardner, Rik Henderson and Jeff Davy. The winners are...

D. Steel, Brampton; 'BB', Newport Pagnell; Ms Smith, Bucks; W. Miller, Leighton Buzzard; J. Xaviour, Scotland.

"Arachnophobia" compo

(Tales from the Script)

Ten Arachnophobia videos were offered by YC's very own cuddly Dave Hughes in return for an amusing answer within eight words to: "I'm glad humans don't have eight legs because..." And who won?

Michael Jones, Birmingham; Shane McElroy, Co. Down; J.D. Fletcher, Lincoln; D. Steel, Cumbria; B. Cox, London; D. Handler, Coventry; A. Whinner, Belfast; R. Hereford, Liverpool; Kevin Jones, Wales; W. Allen, Isle of Wight.

"YC Goody Bag"

All you needed to do for this was write you name, address and the prize you were after on a postcard and send it to us. What could be easier? Not even tying your shoelaces is as easy as this! The scores on the doors, please... er... the winners...

10 Lindy Layton Albums: Adam Crossman, Paisley; Terence O'Brien, Co. Offdy; J. Aslam, Chorlton; Shane McElroy, Co. Down; Michael Jones, Birmingham; D. Steel, Cumbria; Joe Bloggs, Manchester; G. Armani, Luton; J. Kerr, Scotland.

5 Northside Albums: Greig Crossman, Paisley; Michael Jones, Birmingham; M.W. Buffrey, Monmouth; Terence O'Brien, Co. Offdy; Y. Ho, Leicester.

5 Northside Posters: T. O'Brien, Co. Offdy; Shane McElroy. Co. Down; D. Steel, Brampton; Peter Cox, Margate; John Curran, St. Andrews.

5 North and South Posters: Ian Russell, Yorkshire; James Burnage, Leicester; Paul Smith, Manchester; Sven Johnson, Co. Cavan; Anon, Cornwall.

5 North and South Games: S.K. Hu, Tamworth; Michael Insch, Inverness; Kevin Taylor, Whitehill; Yohan, Lancashire; Robert Harvey Essex.

Plus: Runners-up prizes of #1.50 "money-off-when-you-order-from-Infogrames" vouchers to: Shane McElroy, Co. Down; Paul Smith, Manchester; James Burnage, Leicester; D. Steel, Cumbria; R. Springett, Clapham; Richard Turner, Somerset; Mark Lay, West Sussex; Spencer Hobbs, Norfolk; Dean Luxton, Norfolk; N. Redfern, Notts; M.P. Hudson, South Yorkshire; Terence O'Brien, Co. Offdy; Barry Carroll, Co. Kildare; Javaid Aslam, Manchester; Sven Johnson, Eire; M. Buffrey, Gwent; Michael Jones, Birmingham; C. Humphrey, London; Andrew Kyte, Notts; G. Davies, Maesteg; Chi-Wei Ho, Leicester; Greig Crossman, Paisley.

5 St. Etienne Singles: Shane McElroy, Co. Down; Terence O'Brien, Co. Offdy; D. Steel, Cumbria; Javaid Aslam, Manchester; Michael Jones, Birmingham.

World Cup Soccer Posters: Iain Russell, East Yorkshire; Greig Crossman, Paisley; Chi-Wei Ho, Leicester; Terence O'Brien, Co. Offdy; Shane McElroy, Co. Down; Michael Jones, Birmingham; Kevin Taylor, Whitehill; M. Hudson, S. Yorks.

5 World Cup Soccer Games: Spencer Hobbs, Norfolk; David Hawkins, Bristol; Barry Carroll, Co. Kildare; G. Davies, Maesteg; Yohan, Lancashire.

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GAUNTLET 3

What is our *Jason Miller* up to? Firstly he came into the office saying "I'm a little Goblin! I'm a little Goblin!", now he's prancing about and waving a magic wand. Anymore of that and we'll stick him on top of the Chrimbo tree!

Gasp in amazement! If men like Carl Lewis can run at outstanding speeds - even the Soviets - why oh why do computer programmers work at the speed of tortoises? And to make matters worse, they eliminate the meaning of originality.

You are probably thinking to yourself, has Jason gone and flipped his lid (Yep, that had sprung to mind! Readers) and has he become totally mad? Or is it due to the influence that Rik has over him? No way Jose, it is those people at US Gold and their "let's re-release Gauntlet again" stance.

The question which arises is, why? Were the other two big flops and US Gold can't face up to it? The answer is no, of course.

But weren't one and two identical with few differences? And didn't they have mazes that were seen from so far away that you needed binoculars to play?

Well, er, yes! But Gauntlet 3 is a vast improvement, you look at the game in a new perspective with a much improved angle on the action, which give you a better feel for the sim. Once again heroing and gaining riches are the two main themes, with "let's have fun and kill a few ghoulies to pass the time" type action.

Once more heroes are needed but with Spidey and friends all webbed up and Harrison "Indy Jones" Ford hanging up his boots we're calling out for new ones. So, even after going to the outermost areas of the universe, searching for heroes from different regions to take on the task, not one could be found.

The old heroes return (giving up their part-time work). I mean, have you ever wondered what becomes of a hero? In everyday life you can see the Wizard down your very own shopping centre at Xmas, in a Santa Claus costume, and the Rockman has the pleasure of being a stock broker or a bouncer at some dodgy night club looking after those lager louts.

The Rockman would be able to re-arrange your face for no charge at all and may even be the next plastic surgeon for Cher.

YC FUN 1

But now the eight heroes have all come back.

Gauntlet 3 is a 3D scroll-play, action-packed - and at

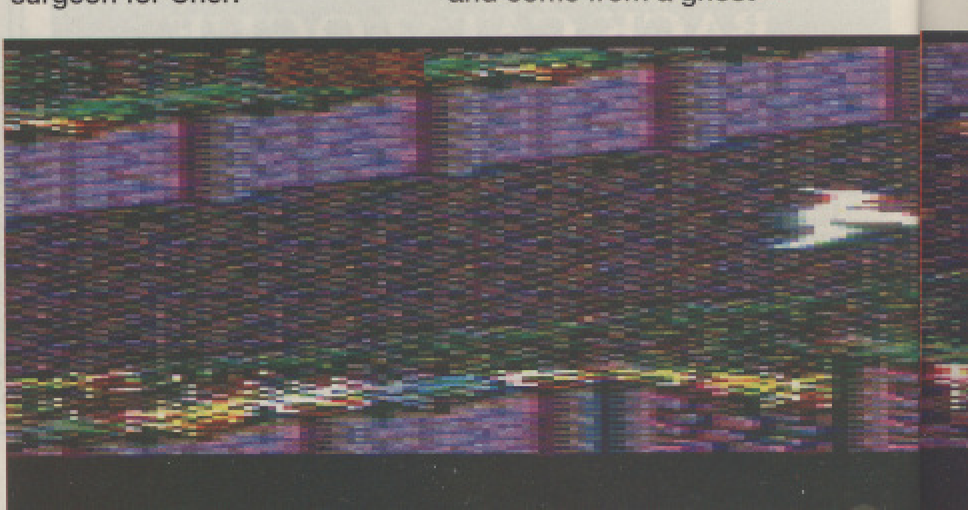


times humourous - arcade-adventure with little ghoulies that go boo - as well as a multitude of other meanies - and come from a ghost



TEN ITEMS OF STYLISH HANDWEAR FOR ADVENTURERS:

1. Gauntlet
2. Mitten
3. Glove
4. Boxing Glove
5. Bandage
6. Knuckledusters
7. Rubber Glove
8. Scissors (ho, ho!)
9. Rings
10. Glove Puppet





generator, which must be destroyed if you are to accomplish the mission that lies ahead of you.

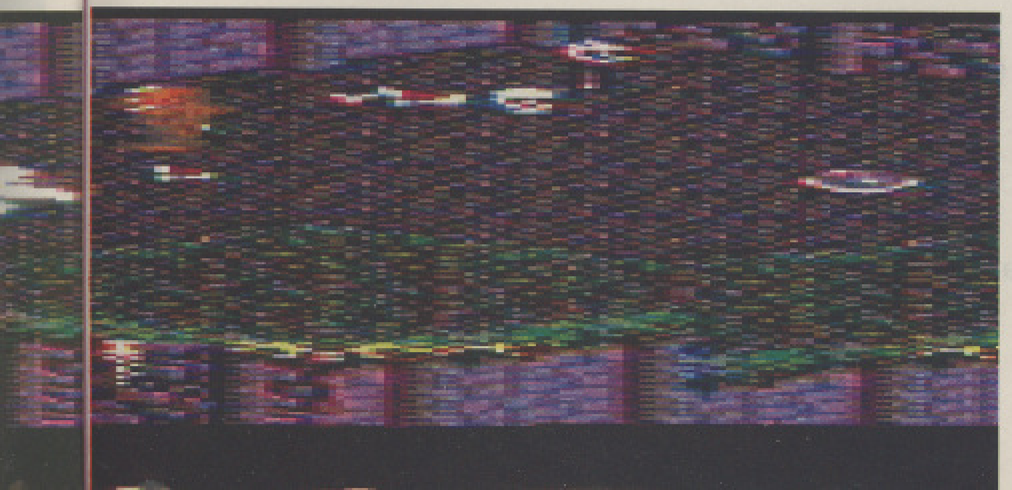
There are a staggering eight worlds to explore whilst you solvie the puzzles that stop you in you path. You can also collect as much money and treasure as you can hold in your pockets, so you can retire to a little villa in the south of Spain and live a life of luxury under the burning sun.

As sequels go, Gauntlet 3 does not let you down and is not a disappointment. It's a truly splendid game that will have you wriggling like a salmon on the end of a fisherman's line, so do not hesitate any longer and go out adventuring down to the computer shop to grab a copy!



THE LIZARD MAN SAYS:

"I say, what a fine array of weaponry this is. Just right for disposing of those tiresome ghosts and ghouls that get right on my scales. Although, it has to be said, a small, handheld, thermonuclear device wouldn't go amiss..."



TWENTY THINGS YOU NEVER KNEW ABOUT ROCKMEN:

1. They eat rocks!
2. They like to gyrate their lower bodies whilst playing air guitar!
   (Er, are you sure about this? Ed)
3. Sometimes they get part-time jobs as lavatory assistants.
   (This is getting silly, that's quite enough Rockman facts! Ed)

TWENTY THINGS YOU NEVER KNEW ABOUT ELVES:

1. Elves have pointy ears.
2. Elves are always very fit.
3. This is because of the National Elf Service!
   (This is not funny in the slightest, get on with something else! Ed)

TWENTY THINGS YOU NEVER KNEW ABOUT WIZARDS:

1. They have long white beards, probably!
2. They normally wave their arms about and chant unitelligible things, like "Abracadabra" and "Abba are great!"
3. Abracadabra was a song by Steve Miller.
4. So was the Joker.
5. The Joker was in Batman the movie.
6. Jack Nicholson played the Joker.
   (Er, I think you've strayed a bit here! Get back to the point! Ed)
7. Paul Hardcastle once wrote a song about Wizards!
8. They quite like Top of The Pops!
   (Careful! Ed)
9. Wizards really like Sophie Lawrence.
   (Right, you're fired! Ed)

CREDIT CARD

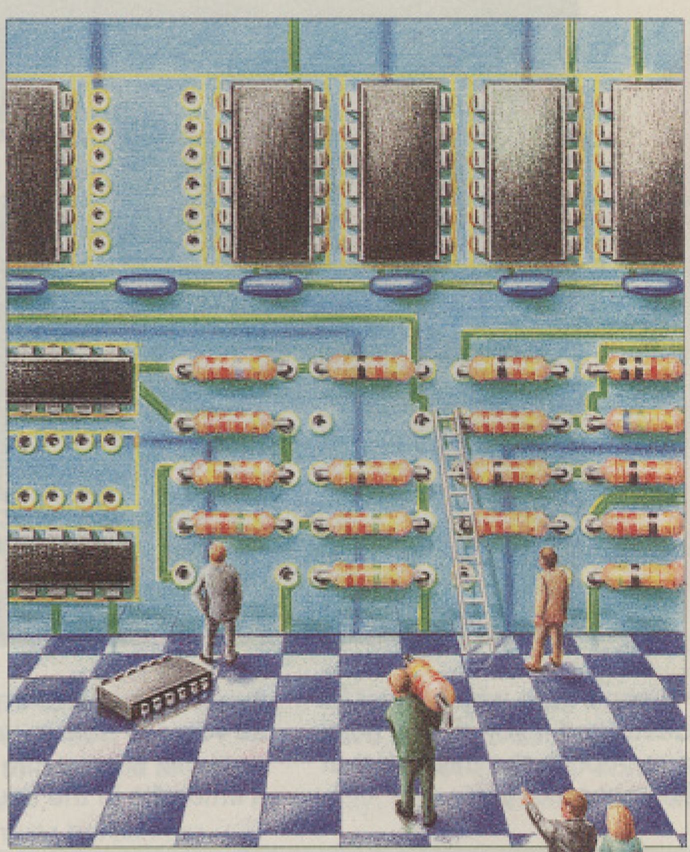
Supplier: US Gold
Price: £10.99 Tape, £14.99 Disk
Availability: Out now!!!

✓ Extremely good graphics!
✓ Eight characters to choose from!
✓ Huge playing landscape!
✗ It moves about a bit slowly!

"It's a truly splendid game that will have you wriggling like a salmon on the end of a fisherman's line..."

OVERALL **86%**

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JASON MILLER'S



SHINOBI

Hit Squad £3.99

Just when you are recovering from your last ninja fight and your wounds are healing, that Chinese takeaway menu has grown once again, in the form of "BWOH FOOS" - just pronouncing that name is enough to give to you indigestion.

But Bwoh is actually a master of the oriental martial arts and has laid down a challenge once again. Why are these ninja simulations so predictable? The dark side never lays down after it has taken a hell of a hiding.

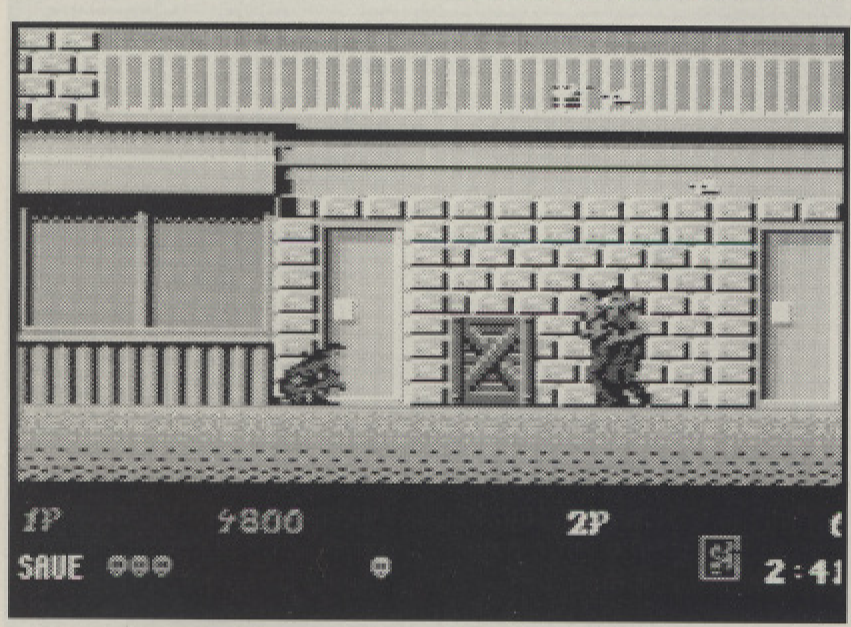
They need their mouths shutting for good, with a big cheesy ninja foot smacked in their gobs and a few punches to the head giving them cauliflower ears.

Shinobi is your typical oriental action ninja, beat-'em-up simulation and, yes, the more of them you kick in, the more they increase in their numbers getting.

Basically you have to kill all the dodgy ninjas and rescue some one in the Ninja stronghold - little sprogs, so it seems.

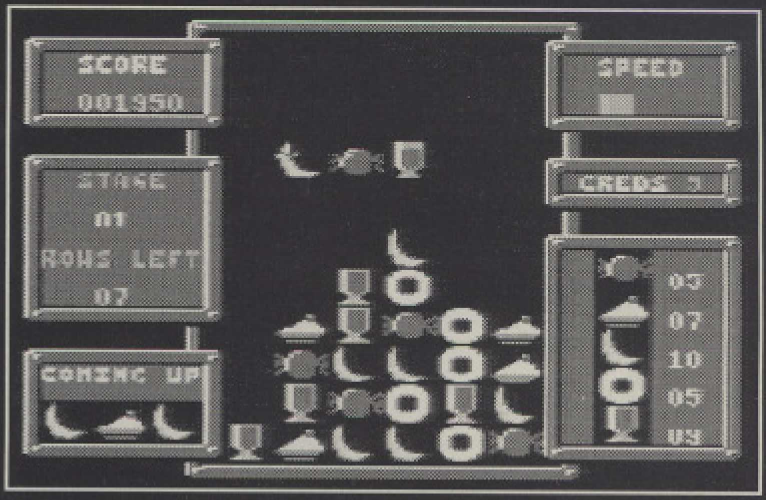
Sadly, Shinobi has nothing on the other beat-'em-ups available.

✪✪✪



STACK UP

Zeppelin £2.99



Those youngsters in jolly boring old Oxford in their fancy stolen cars, burning rubber, will have one all mighty stack-up down the motorway sooner or later. So why be a fool like them when you can have a stack-up in the comfort of your own home on your Commodore (That's a rather tenuous link, Jason! Ed)

Stack Up is a highly addictive game which requires a little brain power and can punish your head!

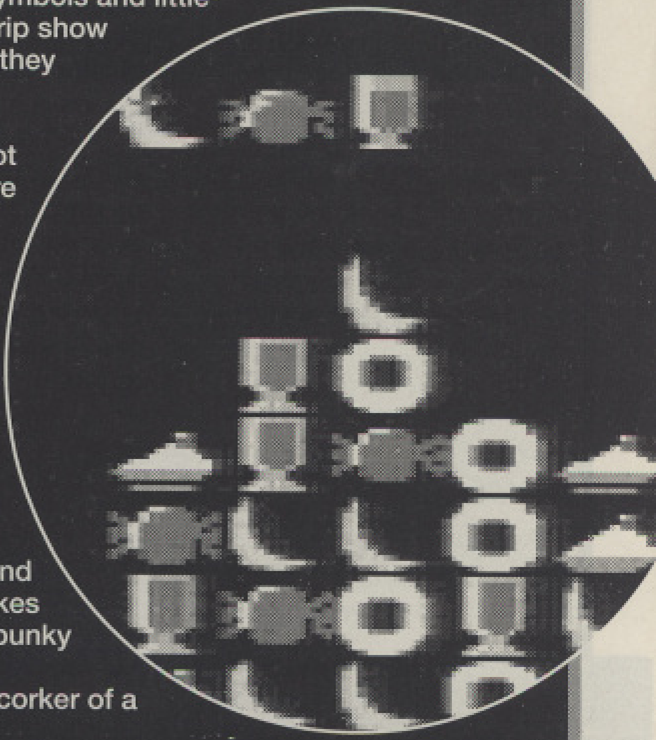
You have to solve the best position to store falling signs - the principal of stack up is that of "Tetris" but the difference is in the symbols. You are spoiled for choice, there are food symbols and little bananas do a strip show performance as they descend, pretty radical, huh!.

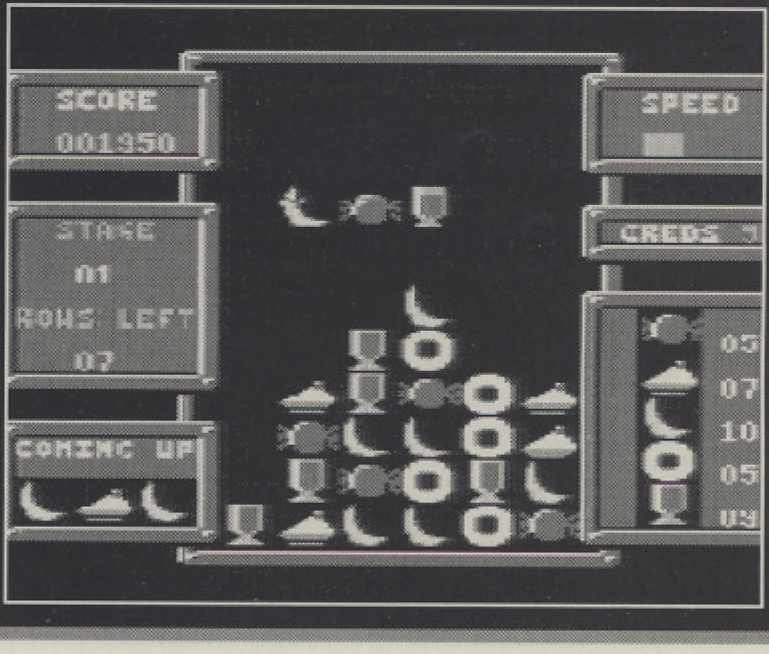
If that was not enough, there are even green men and many more intriguing symbols!

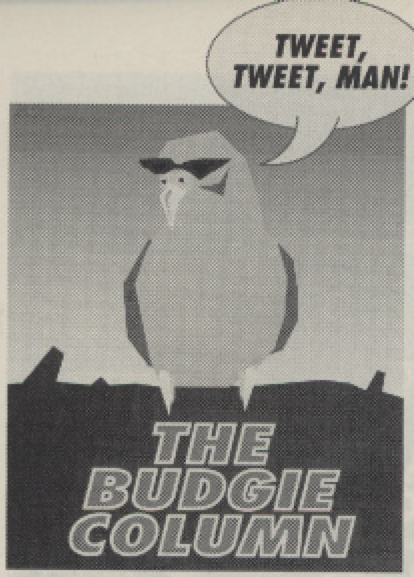
You have to place the symbols in horizontal and diagonal lines like a cross between Tetris and Connect 4 and this concept makes the game very spunky indeed.

In fact, it's a corker of a game.

✪✪✪✪1/2



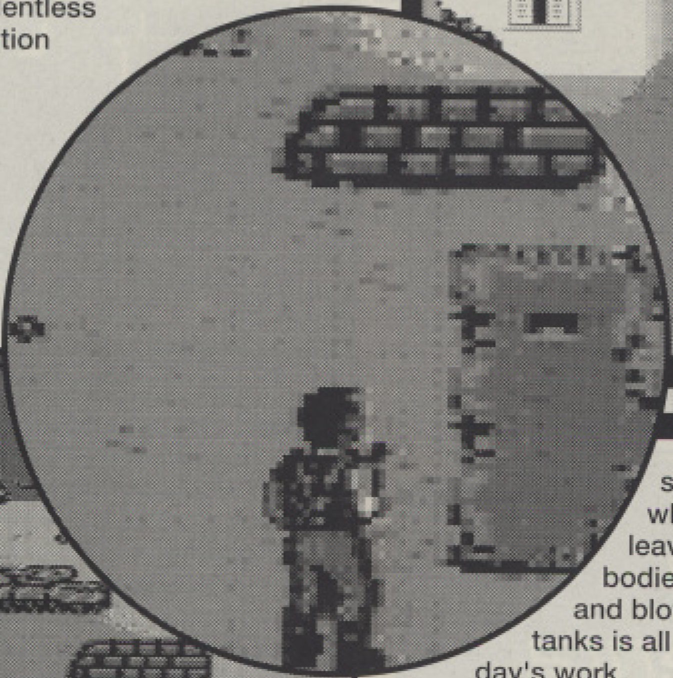




Be an American hero in the form of yet another Rambo-combined-with-Arnie figure - a powerful marine with a rather brain-fried manner is ideal.

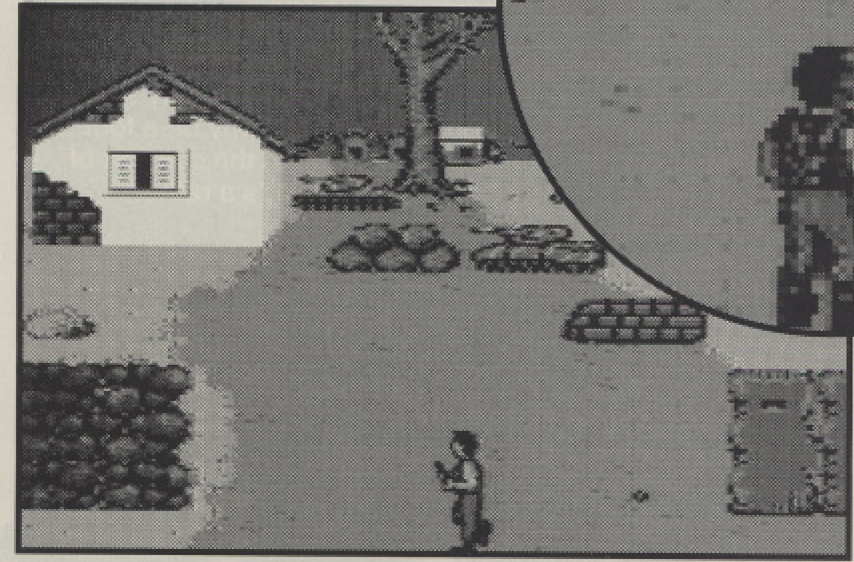
Cabal is, predictably, a mean, fierce and relentless action





CABAL

Hit Squad £3.99



simulation where leaving bodies around and blowing up tanks is all in a day's work.

It is staged on four different levels where you must eliminate all the enemies, tanks and helicopters with no mercy whatsoever. In the almighty final stage you will be up against one hell of a tough cookie indeed in the form of a adversary who is capable of making your face the latest and faster way of having mince meat for tea!.

So destroy all that's around you with your grenades and bazookas, and they may look up to you. That'll teach them to give you no respect!

✪✪✪

4 QUATTRO SKILLS

Codemasters £3.99

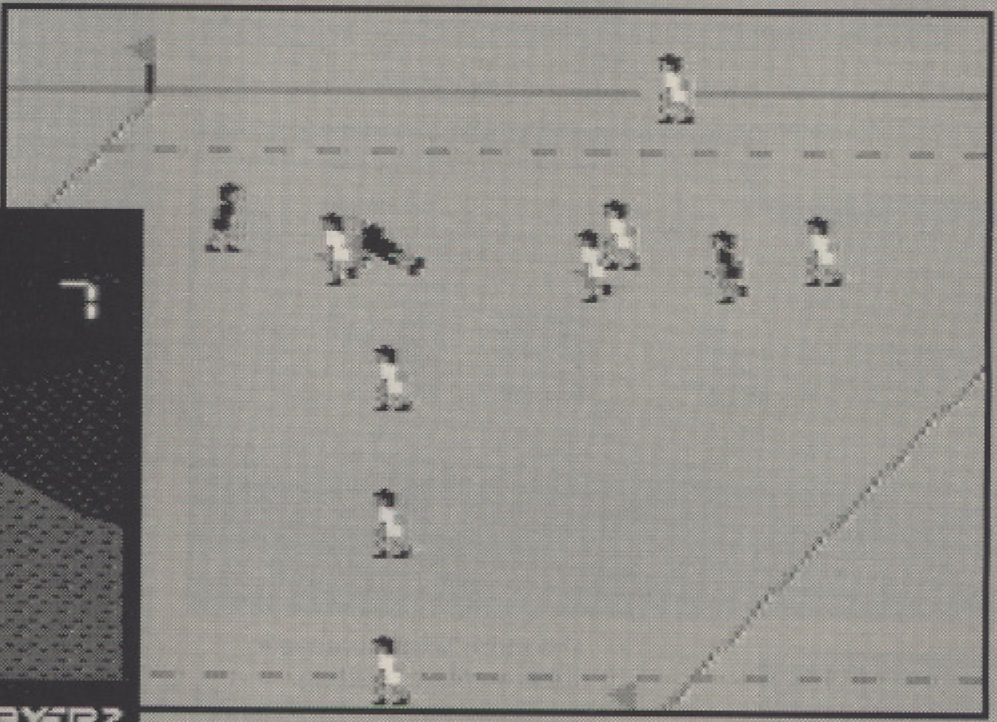
SKATEBOARD: Party on down dudes! and have a totally radical time doing endos and aerials; flipping across-country whilst doing some ollies. Before you scream, an ollie does not mean jumping in a ring and bullfighting a huge bull with your skateboard (er, is this a weak joke on 'Ole'? Ed), you have to be a real calm and cool head to attempt the skateboard challenge.

11 A-SIDE SOCCER: The chanting and screaming from a really exciting game of footie is not that far away in 11 a-side soccer. This is



pretty good and includes the essential features of penalties and throw-ins.

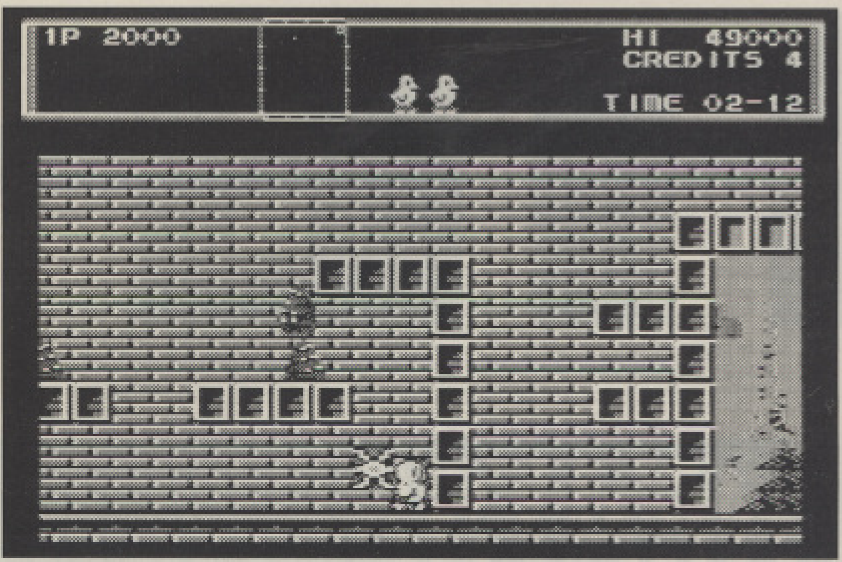
PRO TENNIS: Tennis is a game of two people sweating buckets and running around after a little ball making obscene noises! And what's Tennis without that famous saying "The ball was in"? So, if you wish to battle against the brats in a Tennis league and against those umpires without



their glasses on, you know this is for you.

RUGBY: Not being a rugger fan, I found the game a let-down because of awful graphics. This rugby simulation has line-outs and scrums but not in the class of American Football - now that's a real man's game!

✪✪✪1/2

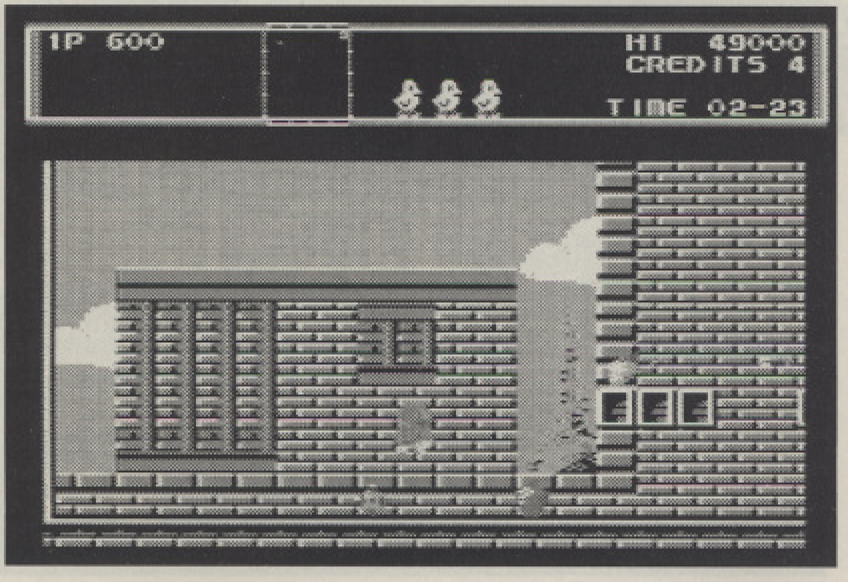


THE NEW ZEALAND STORY

Hit Squad £3.99

The New Zealand Story is, supposedly, a hilarious adventure beat-'em-up simulation with a Kiwi as its hero, armed with a bow and arrow to accomplish its mission.

Auckland Zoo has been troubled by an psychotic



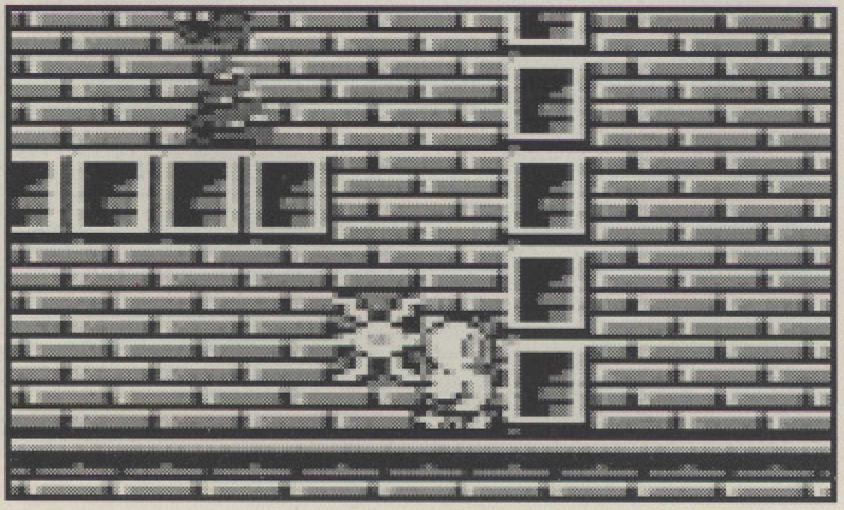
walrus who has an appetite for kiwis (so why did he miss this one).

Not only does he like a kiwi for his dinner but he has all the zoo held captive around the nearby islands. So this little jumped- up squirt of a kiwi has the task of beating up a walrus to rescue his buddies, destroying all the creatures that get in your way. If you fail, you'll look OK on a dinner plate, I guess.

Sadly, some programmers just have no idea about an action-packed sim; who wants a mothball creature to be their ideal hero of all time? I don't! No way! Why use a kiwi to do this heroing, especially given that this kiwi looks like Edd the Duck after a lawnmower accident.

If you don't mind wimps as heros then this game is OK and can be rather fuuny in places.

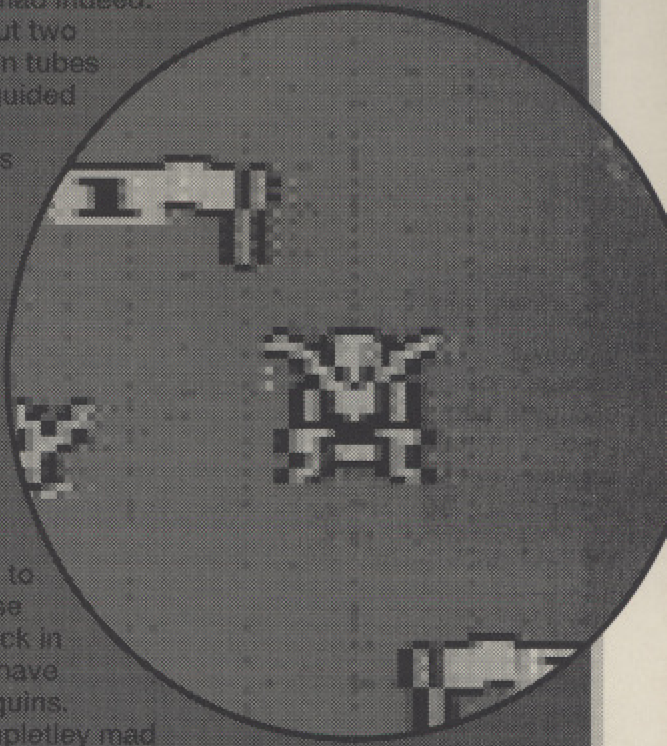
✪✪✪1/2



TOOBIN'

Hit Squad £3.99

Huh? The person that thought of this game is either on drugs or very mad indeed.



Toobin' is about two uncool dudes in tubes who must be guided down a river (which contains no exciting backdrops whatsoever). But it does contain crocs, punks and fly fishermen (J.R. Hartley?) on the shores, along with swamp monsters -and to prove that these people were sick in the head, you have kamikaze penguins.

This is completley mad and out-of-this-world; penguins cannot fly and do not have the ability to fly an aeroplane!

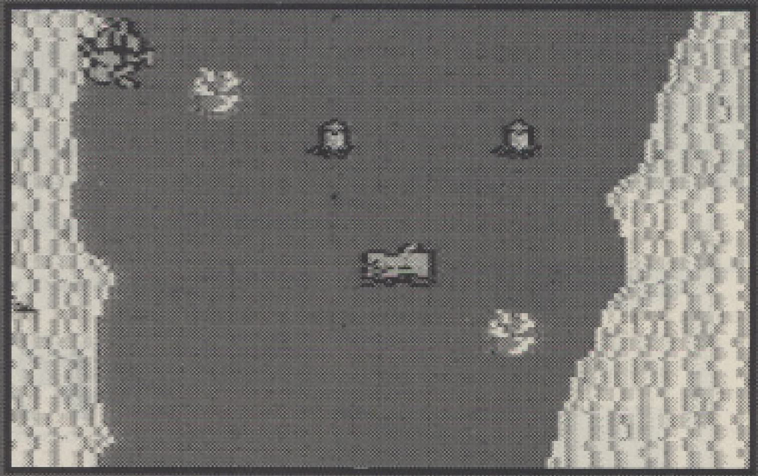
I guess these guys are Columbia's best buyers indeed, but this game certainly doesn't give you a 'high', all this



game will do is drive you insane.

This is the biggest piece of crap I have ever set my eyes on, the programmers have done no justice to the arcade version. More to the point, you'll have more fun in the bath with your rubber duck.

✪

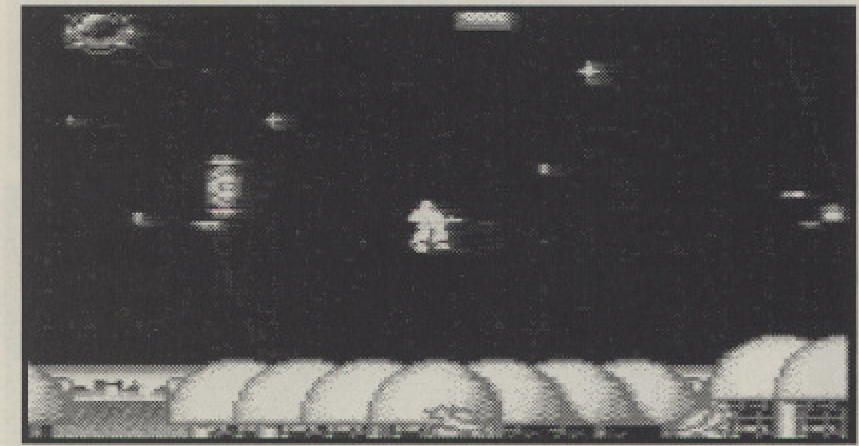


outlook

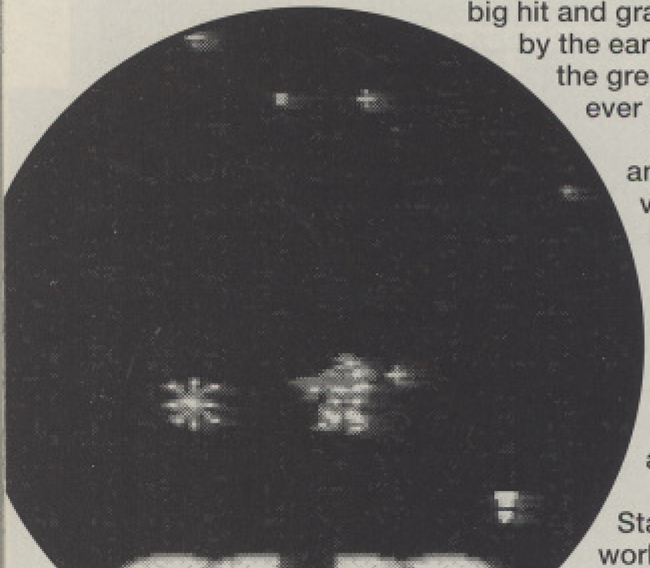
THE

When we said to *Jason Miller*, go and review The Hits 2, he went off, put on his best dancing flares and got out yet another one of those music compilation albums. After we'd tied him down and slapped him about a bit he realised what we meant, and got to work immediately!

RETROGRADE



Are you ready to pit your wits against the most hostile enemies ever to be seen? You are a bounty hunter in one of the most enthralling action-packed simulations ever. Star Wars may have been a really big hit and grasped all the kiddies by the ears but this is by far the greatest adventure ever based in space.



Things will get ugly and violence will be very handy but mayhem is your middle name and killing is your job, so zaparising those evil suckers will be a pleasure, as will leaving their bodies all over the place!

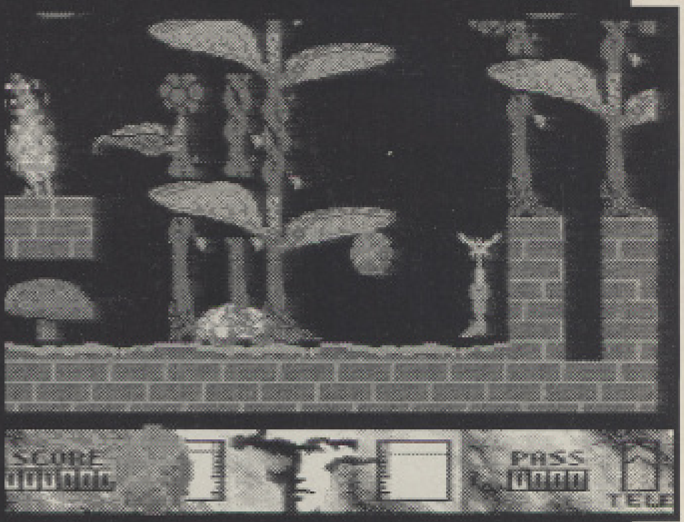
Retrograde is a Star Wars-y adventure working on a horizontally-scrolling idea that works fantastically, making the game a real corker. Retrograde is a real gem.

84%

HEATSEEKER

Er, er, er... I'm finally lost for words! I've seen some real rubbish in my life and as for Heatseeker, the word 'crap' would be to weak to do it justice.

There's no mistake when I say that the programmer has gone totally off his trolly, cos Heatseeker is a game where your aim is to unflower the petals of three plants on the planet of Nem. The world is under pressure as these plants are eating up the oxygen and the world is becoming very hot indeed. Unfortunately you are but a leg with a basketball stuck on top, and therefore completely crap, and you must jump around firing the basketball at the various creatures and flowers. I did say it was bad, but this takes the biscuit.



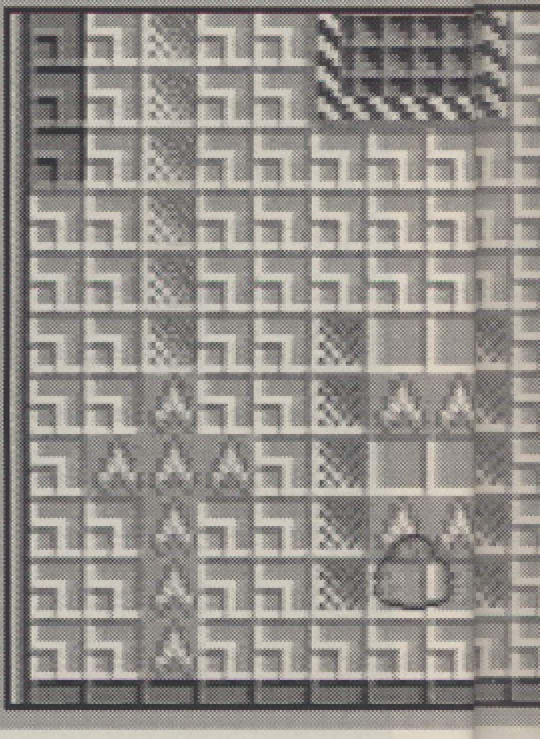
It all takes place in a six level invested jungle, but you're most likely to just get the unholy mess off your screen as soon as possible!

9%

SNARE

The old country bumpkin farmers use snares to capture animals in, and although this is a rather barbaric thing to do it's also a real good metaphor for Snare. The reason why is that the person who came up with this is torturing the computer world.

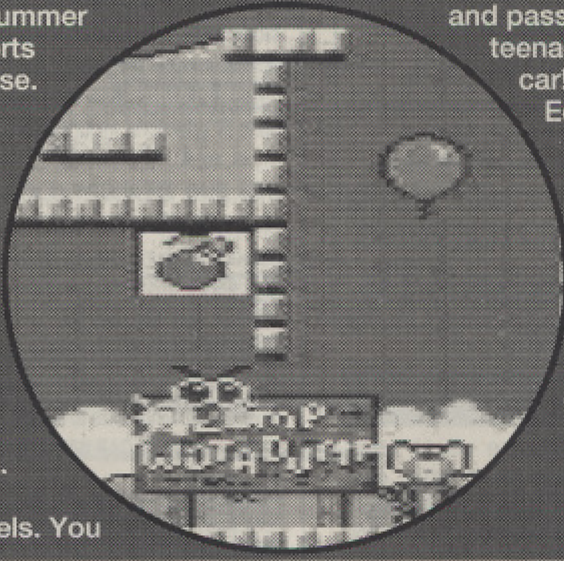
Snare should be kept out of all yougsters hands, because having a



HITS 2

SUMMER CAMP

You don't have to have a degree in science or be Einstein to work out that summer camp is based on an American idea! Yeah, summer camp - all that foliage, fresh air, water sports and barbecues as the nights draw to a close. Being an American cartoon adventure, Summer Camp starts with the pride and joy of America having been stolen, and it is your task to return it, cos you're the prime suspect. No, the burgers and soft drinks have not gone missing, the pride and joy of the U.S.A. is the stars and stripes, and there are only 24 hours left before the opening ceremony of the camp and it will be a disaster without the flag. How will they have a nice day when the big American pride is as big as an ant!.

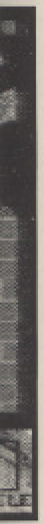


Summer Camp is a real rib tickler for everyone, consisting of four very large levels. You have to collect as much acme boxes as possible to create a vehicle in which you can return to the summer camp and pass onto the next stage. So, that's why teenagers have Acne, so they can build a free car! (Er, I think you mean Acme, not Acne! Ed).

If you're looking for a laugh a minute this is one that'll even please Les Dawson fans (ie. they don't get to laugh very often).

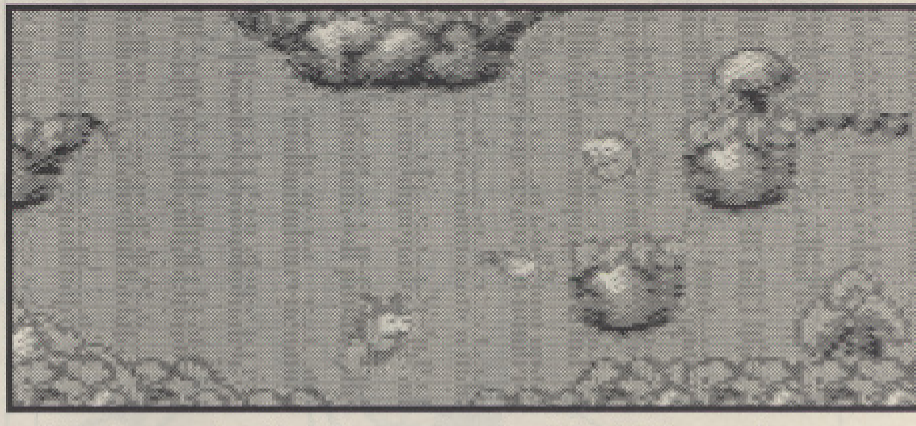
The structure of Summer Camp is a platform arcade/adventure with the most crazy cartoon figures - with you as Maximus Mouse - and is a real spiffy game.

87%



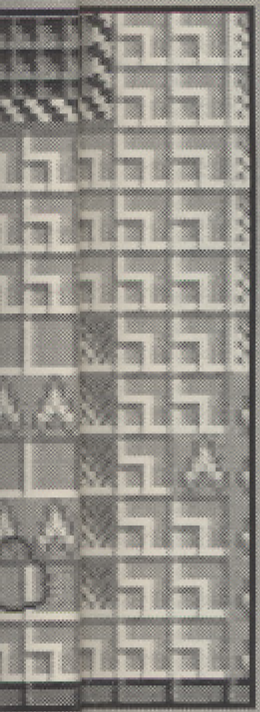
CREATURES

Fuzzy moth-ball creatures have landed and are here to stay. The fuzzy-wuzzies have been captured by evil demons and held captive and that one and only Radcliffe has the chance to be the hero of the day. Any mistakes, though, will lead to torture scenes which are hilarious and comical as Creatures is an arcade/adventure/squish-em-up with a really weird sense of humour behind it.



A creature being a hero in a violent game is a big joke but it works every so often. This being one of those times, with zany creatures, such as moles and their chainsaws as dirty work is involved. And killing and zapping is all there for good measure.

86%



zit on the end of your nose the size of a golf ball is better than playing it and no-one likes to have zits. Mind you they can be eliminated with a bit of cream, computer software can't.

Although Snare is like the plague, not all is lost because the idea behind the game is quite good - it's just the rather lousy game play that lets it down, and it is the most important thing to take into perspective when computer games are involved.

The actual game has no less than 20 levels, and you must navigate your way through deadly mazes whilst hunting for treasure. It's all based on a scrolling screen, and this game had everything going for it, but it fell at the first fence as you get the idea as somewhere it went wrong. It has the most awful control system to use to control your spaceship, and in the end you'll be pulling your hair out of your head.

62%

The Hits 2 is a collection of three excellent games, but is marred by the fact that two of the inclusions are really crap, and no mistake!

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✓ Retrograde is brilliant!

✗ Snare is distinctly average!

✓ Summer Camp and Creatures are too!

✗ Heatseeker is atrocious!!!

"two of the inclusions are really crap"

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Oozin' Eugene's

scum of the earth

"Where were you on the night of the 14th of August?" the officer asked Eugene coarsely. Eugene managed to hold back a large amount of wind that was building up in his bowels.

"At the Dog's Breath pub, drinking spew juice untill 12.30, honest! Ask the landlord!" he spluttered.

"I am the landlord!" cackled the officer, as he changed into Bigbird from Sesame Street. "You shall be hanged by the neck until dead!" he laughed as he flew off into the sunset.

Eugene woke in a cold sweat.

"Phew!" he said, "That'll teach me to eat loads of cheese before I go to bed!"

The following listing should help you cheat on Armalyte. Remember to save the listing before trying to run it.

```
0 PRINT CHR$ (147)
1 FOR I = 543 TO 631 : READ A$
2 L = ASC (LEFT$(A$,1)) : L=L -55 : IF L<5
        THEN L=L +7
3 R = ASC (RIGHT$ (A$,1)) : R=R-55 : IFR<5
        THEN R=R=7
4 V= (L*16) +R :C=C+V : POKE I,V : NEXT
5 IF C<> 10339 THEN PRINT "ERROR IN
        DATA!" : END
6 PRINT "SAVE NOW; DATA CORRECT"
7 PRINT "USE SYS 543 TO BEGIN"
8 DATA 20,2C,F7,38,A9,15,8D,B1,03,A9
9 DATA 37,8D,B2,03,A9,6A,8D,B3,03,20
10 DATA 6C,F5,A9,43,8D,27,C0,A9,02,8D
11 DATA 2C,C0,20,BF,03,60,48,A9,EA,8D
12 DATA A0,01,A9,4C,8D,A1,01,A9,5C,8D
13 DATA A2,01,A9,02,8D,A3,01,68,4C,E2
14 DATA C1,A2,0C,BD,6A,02,9D,7E,08,CA
15 DATA 10,F7,4C,1B,08,A9,AD,8D,57,EA
16 DATA 8D,F3,E9,A9,60,8D,7D,F7,00,00
```

In response to the Winge in August's issue for Flimbo's Quest, these pokes should work.
POKE 5628,173 for infinite lives
POKE 10392,165 for infinite time

Some very cheesy tips from Steven King in Cumbria, who earns a large piece of Edam for his efforts.
These pokes will require an Action Replay or similar cartridge to enter.

Blasteroid
POKE 11571,173 for lives
Chase HQ -POKE 36702,173 for turbos

Arkanoid 2
POKE 2559,189 for lives

Dragons Lair
POKE 4096,165 for lives

The Sentinal
POKE 6679,173 for energy

Retrograde
POKE 50374,173 for lives
POKE 50374,206 to set it backPOKE 60869,173 for infinite power points
POKE 2828,9 for 9999 ARA
POKE 2829,9 for 9999 ARA
POKE 2830,9 for ditto
POKE 2831,9 ditto

Aliens
POKE 42043,189 for infinite ammunition

Bionic Commando
POKE 7518,165 for infinite lives

Blood Money
POKE 12734,189 for infinite lives

Slayer
POKE 6924,189 for infinite lives

Barbarian
POKE 8944,165 for lives

Batman
POKE 4866,173 for lives



Viz
Some POKES for Viz from Kasim Sayed
POKE 7721,173
POKE 7880,173
POKE 4817,165
These will have to be entered before every race.

Some low-fat cheese spread tips from James Wilcock in Cornwall. Asda's own or Primula?

Navy Seals
On the high score table, enter your name as "BRAINDEAD". Play the game now, and pause with F1 and skip levels with the back arrow key.
According to Steven King, if you enter your name as "MAD CYRIL" (with a space in between) then you should start on level 4

Shadow of the Beast
On the title screen, type in "HOW SAD TO BE THE FATSO" (with the spaces) for infinite energy.
If only he'd used low fat spread! Ho ho!

Vendetta
Try blowing up the professor with a grenade by standing on the other side of the statue. Go over to the remains and kneel as if you were to complete the gameand your score should go up quite a bit.

Spiky in Transylvania
Hold down the keys C J and Z and the border will go yellow. The cheat should be operative.

Bubble Bobble
Here is a Bubble Bobble playing guide from Jonathon Parry in Birmingham.

Tip 1: To build up your score when you've killed all the nasties, stand near a wall and blow bubbles. They will burst and you will get 10 points for each.
Tip 2: If you see a chest or walking stick with a bow tie, collect it. Then kill all but one of the nasties and capture him in a bubble, and blow lots of bubbles around him. Burst the bubble with the nasty in it, and a large bonus item will fall to the ground. All the bubbles will turn into minatures of what ever it is.
Tip 3: On some levels when you burst the last nasty bubble, all the other bubbles will turn into goodies. So it is best to blow loads of bubbles before you catch the last nasty, so you can find which levels this works on and which it doesn't.
Egg thingys: Touch these oval shapes and they shoot about the screen killing anything it touches.
EXTEND: Collect all bubbles with letters in them, as once you have collected them all, you skip a level and get an extra life.
Bottles: All the nasties dissappear and funny shapes appear. Collect all of them withion the time limit.
Clock: All nasties stay put. Glowing skull; all nasties stay put again, and you become invincible and run very fast.
Silver cross: Floods the screen killing all nasties.
Red cross: Makes you shoot flame instead of bubbles.
Yellow cross: Shoots streaks of lightning across the screen, killing nasties.
Purple trophy: Kills everything, except Bub and Bob.
Red and yellow trophies: Both make you blow bubbles faster and further.

Apparently there are loads more features, if you find any really good ones, send them in! A Prize for the best Bubble Bobble tip!

Kick Off 2
When in possession of the ball, hit restore and you will win no matter what!

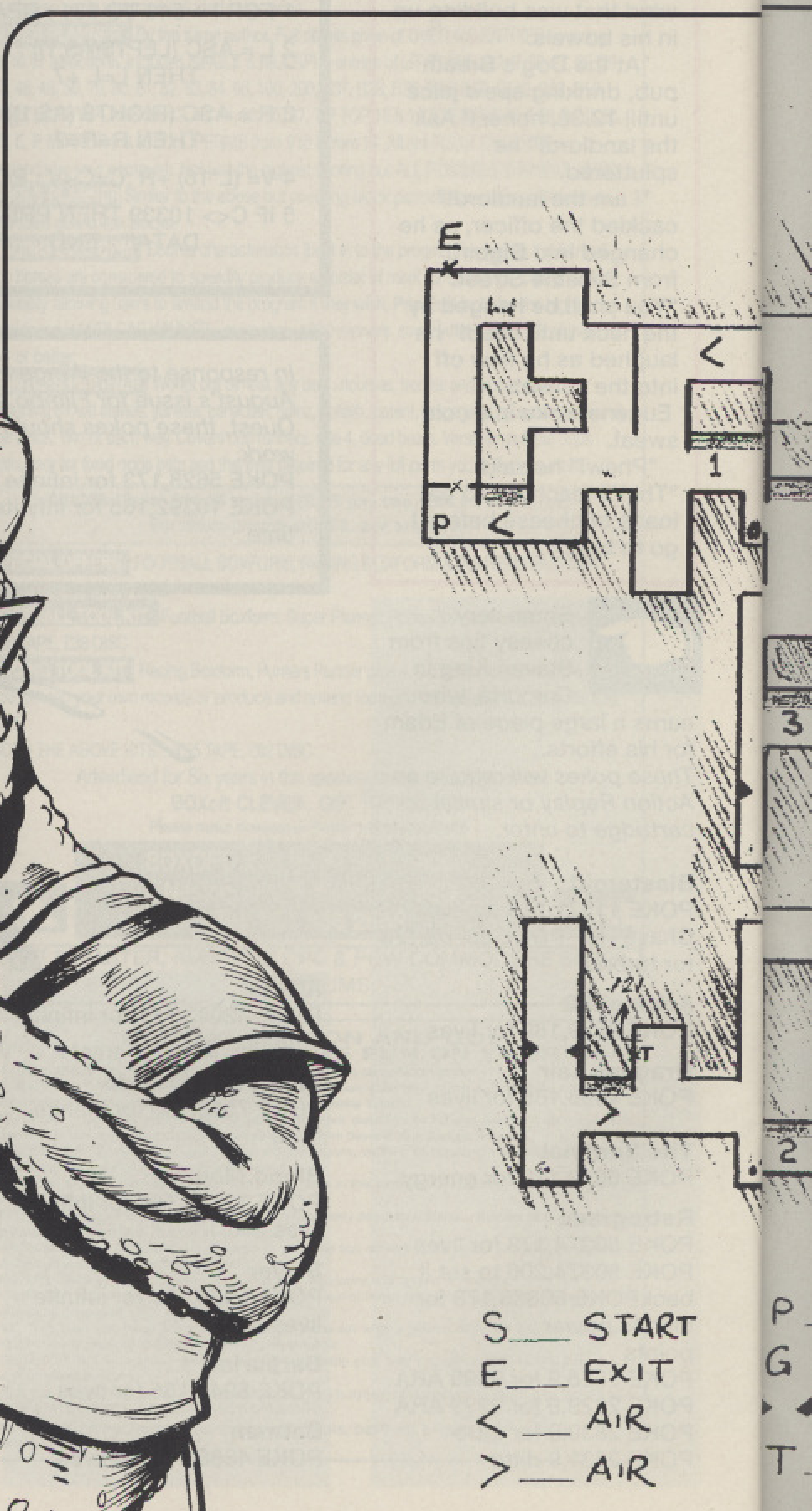
A variety of cheats from David Battensby.

Supercars
Enter your name as HARVEY to get on to level 2 and ELLA for level three.

Scooby and Scrappy Doo
On the title screen, type in BRIGHTON for infinite Scrappies.

RoboCop
On level one you can make your cop fly by holding down F G H and J and push the joystick up and right, and press fire.





RAINBOW ISLANDS

The same rules apply here, save before use!

```
1 REM RAINBOW ISLANDS CHEAT!
2 CLR:FOR A = 271 TO 299 :READB : POKE A,B : C=C +B :
NEXT
3 IF C=3211 THEN POKE 157,128 : SYS271
4 PRINT "DATA ERROR"
5 DATA
32,86,245,169,169,141,87,3,169,189,141,88,3,169,141,141
6 DATA 89,3,169,132,141,90,3,169,111,141,91,3,96
```

Thanks Steven, 10 pounds worth of cheese?

Here's another excellent map from B.J Clarke in Essex, this time for the cover game METAPLEX. Cheese of your choice is on it's way!

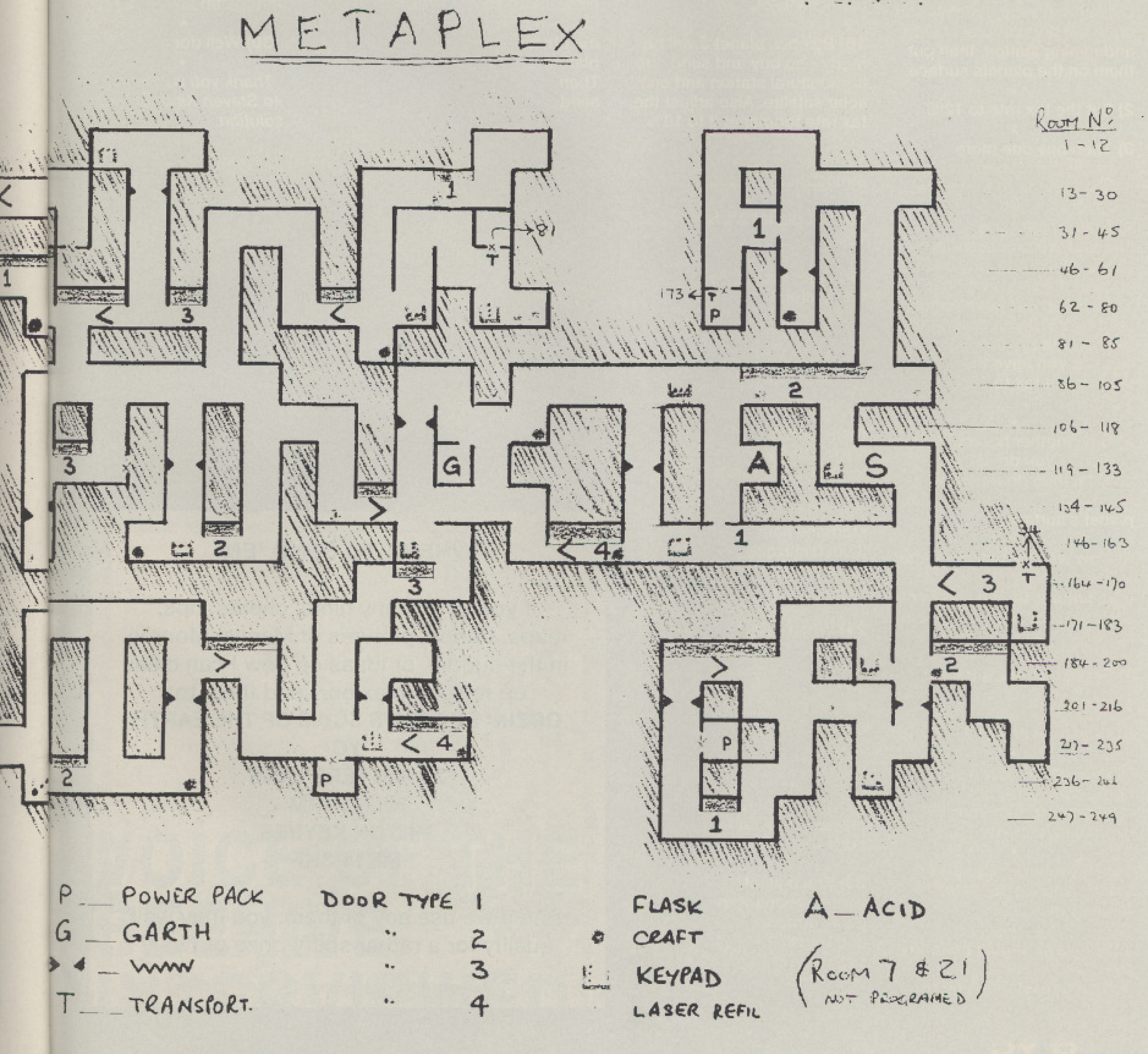
These POKES also go with the game, and as usual, your computer will have to be reset in some way before you can enter them.

POKE 50131, (1-249) to start in rooms 1-249.

POKE 50150,128 for extra time (acid quantity)

Cheers 'B'!

METAPLEX - THE MAP



SUPREMACY - THE SOLUTION TO LEVEL 1

Here is a complete "Mature Blue Stilton" solution to level 1 of Supremacy from Steven King.

★★★

1) Buy one Horticultural station, one minng station and one solar satelltite. Launch the solar sattelite and crew the horticultural station and mining station, then put them on the planets surface.

★

2) Set the tax rate to 12%

★

3) Then buy one more horticultural station and put it on the surface of the planet.

★

4) Now wait for the atmosphere processor to be ready. When it is, buy one and send it to planet one. You should just have enough credits, but if you don't, raise the tax rate to 100%. As soon as you have the credits, set tax to 12% again.

★

5) Buy another horticultural station, if you do not enough credits, then do the same as number 4. Then put it on the planet's surface.

★

6) Now wait for planet one to be ready. When it is buy one horticultural station and one solar satellite and send them there.

★

7) Set planet one's tax to 10%

★

8) Terrafrom planet 2.

★

9) A magnetic storm should come about now so remember to turn your machines back on.

★

10) Buy a horticultural station and a solar satellite for starbase.

★

11) Planet 2 should be ready by now, so send a horticultural station and a solar satellite.

★

12) Buy another horticultural station for starbase and adjust the tax rate to 5%.

★

13) Set planet 2's tax to 10%.

★

14) Terraform planet 3.

★

15) When starbase has over 20,000 citizens and over 20% growth, you can start to train platoons 1-24.

★

16) By now, planet 3 will be ready - so buy and send one horticultural station and one solar satelite. Also adjust the tax rate for planet 3 to 10%.

★

17) Now scrap the atmosphere processor.

★

18) Set planet 2's tax rate to 100%.

★

19) Send planet 2's horticultural station to planet 1. Also send its solar satellite to starbase's orbit.

★

20) When starbase has 30,000 citizens set the tax rate to 10%

★

21) When planet1 has 30,000 citizens, set the tax rate to 100%

★

22) Buy 3 battle cruisers, fuel and crew them.

★

23) Equip all of your platoons with basic armour and recoil cannons. If you do not have enough credits then set the tax rate at starbase to 100% until you have enough.

★

24) Set planet 3's tax rate to 100%

★

25) Fill the 3 battle cruisers with platoons. Then send them to enemybase and land them.

★

26) Buy 3 more battle cruisers, fuel and crew them. Then fill them with the other platoons. Then send them to the enemy base.

★

27) Set the aggression level to MAX and unload the troops from battle cruisers you have landed (25). Then launch them into orbit and land the other 3. Unload the final platoons.

★

28) Now sit back and watch your men capture WOTOK.

★

29) Level one is now complete!

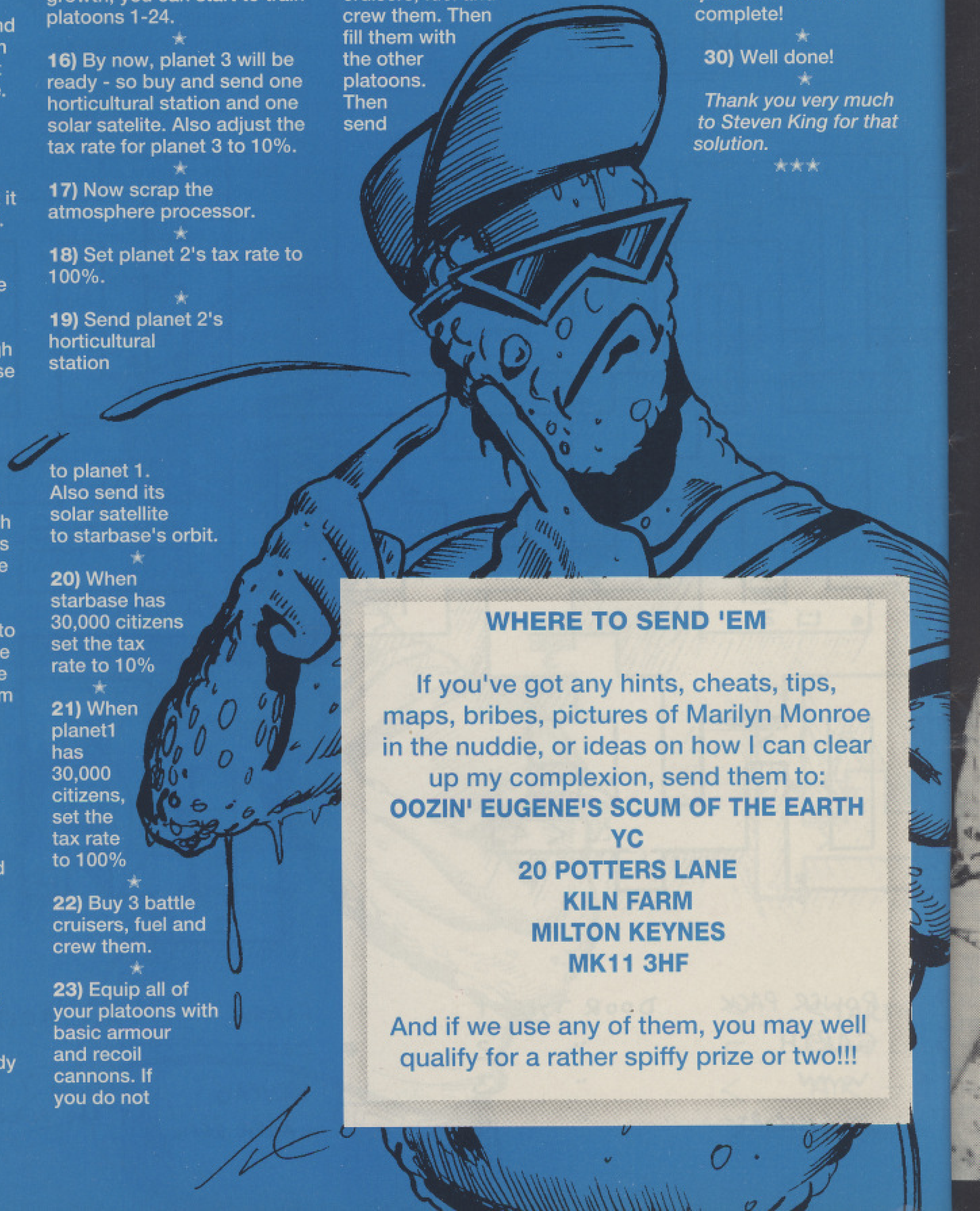
★

30) Well done!

★

Thank you very much to Steven King for that solution.

★★★



WHERE TO SEND 'EM

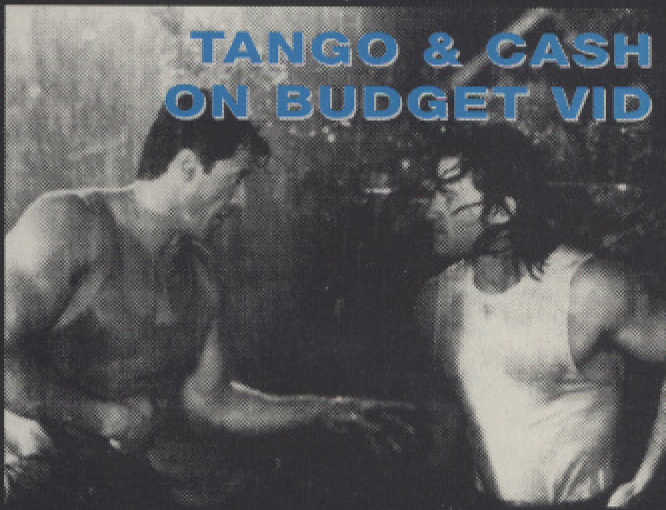
If you've got any hints, cheats, tips, maps, bribes, pictures of Marilyn Monroe in the nuddie, or ideas on how I can clear up my complexion, send them to:

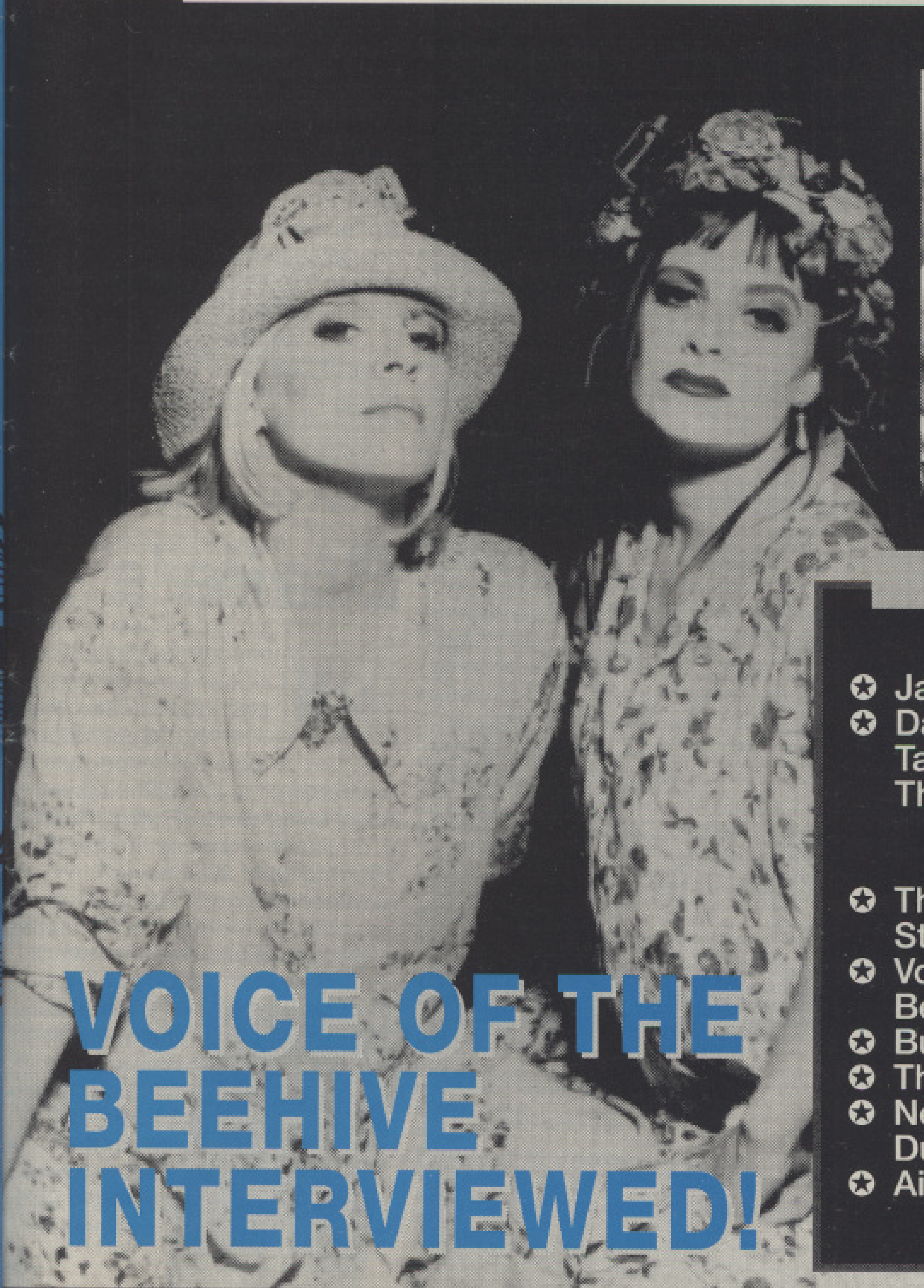
OOZIN' EUGENE'S SCUM OF THE EARTH
YC
20 POTTERS LANE
KILN FARM
MILTON KEYNES
MK11 3HF

And if we use any of them, you may well qualify for a rather spiffy prize or two!!!

FILM ✪ MUSIC ✪ VIDEO

BIG THRILLS





VOICE OF THE BEEHIVE INTERVIEWED!

CONTIBUTORS: Jeff Davy, Rik Henderson, Paul Crowder

THOUSAND YARD STARE

One of them lives in a paper bag!



Slough isn't noted for its famous pop bands. There's, er... er... we can't think of any, actually. But Thousand Yard Star could be set to change all that.

Formed in 1988, they've gigged around the country many times and have released one or two platters on their own Stifled Aardvark label. Now they've signed a big-cash deal with Polydor and their next single, No Score (After extra time), will be out very soon indeed.

The band are Stephen Barnes (Vocals), Dominic Bostock (Drums), Sean McDonough (Bass), Giles Duffy (Guitar) and Kevin Moxon (other Guitar). We interrupted them all in the studio and spoke to Sean, the Yardies' bass-player...

Why did you choose the name?
We liked it cos it indicated thinking big, looking forward. We wanted a big, brash-sounding name to make big, brash-sounding music.

Did the band ever have any computers?
I used to have a Spectrum. We're a really Spectrum band. Spectrums were better than C64's! We've got a Nintendo Gameboy at the moment and we want to become Tetris kings. I think ve've missed about a week of studio work through playing it!

Would you do a computer game soundtrack?
No, but we would do a cover version of the Klax soundtrack!

What's the most bizarre thing that's happened to the band?
Having to go on stage after a magician in Brighton and playing next to a swimming pool in Exeter!

What's the best place you've ever visited?
Dominic's fridge! And when we were going to Aberdeen, we stopped off at a castle and it was really good.

And the worst?
Milton Keynes. But I only went to the McDonalds.

What's the band's philosophy?
Have a good time, all of the time!

If you were a vegetable, which one would you be?
A cucumber, cos they're green and environmentally friendly. Giles would be... a much worse guitar player!

If you were an animal, which one would you be?
A hedgehog. Giles would be a mole, so he could dig up football pitches, he hates football.

Which fruit would you be and can you do an impression?
An orange. [Phone goes silent for a moment] There! Well, everyone here thought it was a really good impression!

How would you describe Slough in 5 words?
Football, multi-cultural, train-to-Windsor! There's nothing to do in Slough unless you go to the ice-rink and get your head kicked in.

Do you have a tidy bedroom?
No, neither does Dominic. Kevin's not got a bedroom, he's got a brown paper bag in the corner!

If you could be a pigeon, who would you crap on?
Eric Thorsvedt, Spurs' goalie.

What's your favourite colour?
Red! Cos Arsenal wear it!

What would you find down the back of your sofa?
The TV remote control that'd been lost for a year!

What would you be if you weren't in the band?
A full-time dreamer!

JD

'Daddy, what did you listen to in the 70's?'

In 1977, music went all funny! A new breed of loud, brash, young bands offering music to shock your parents emerged - punk rock! Not all of them had



safety pins through their noses, though, some of them looked quite respectable and could knock out decent guitar toons.

One such combo were the Buzzcocks, who came from Manchester and who've inspired other bands from that city, such as The Stone Roses, The Smiths and the Happy Mondays.

Document records are rather keen on the Buzzcocks and believe that their records are classics, especially 'Spiral Scratch' (their first EP) and 'Time's Up' (a previously practically-unavailable bootleg). And now the label have released them into the shops.

So if you fancy getting hold of a slice of the 70's Underground sound, get hold of these discs!

JD

Blake's 7

If you thought science fiction programmes were all like 'Star Trek: The Next Generation', with swish special effects and the like, think again! Blake's 7 is classic British TV sci-fi, originally broadcast in the late 70's and early 80's, never repeated and now released two-episodes-to-a-tape by BBC Video at the rate of two every month or so.



It's the story of a guy called Blake and a few people he picked up along the way, who are trying to fight against the

Jacob's Ladder (18)

If there were awards for 'most suddenly-shocking arty, slighty-confusing, hold-on-what's-going-on' film of the year, Jacob's Ladder would win them. It's all of the above and concerns a guy who begins to have terrible flashbacks to his tour of duty in Vietnam - one particular night, in fact, where something rather terrible occurred.

This begins to affect his work at the Post Office, his relationship with his girlfriend and his whole life. Well, it'd affect you too if you kept getting nearly killed by demons in fast cars and late-night tube trains. He also experiences fantastical harrowing dreams which are really nasty. Jacob attempts to get to the bottom of it all and has to address just what is real in his life.

The film itself is nicely filmed and acted and its ending is freaky as anything. But only go if a) you're over 18 and b) you don't mind being suddenly jolted out of your skin!

✪✪✪1/2

JD



might of the all-powerful Federation - the government of most of the Universe - which is corrupt, evil and all the other things you'd expect someone to be fighting against. Luckily for Blake and friends, they find an incredible spacecraft early on and spend most of their time buzzing around the Galaxy, avoiding their arch-enemies Servalan and Travis (officers of the Federation).

What makes the whole thing so good is not the acting (dodgy) or the scripts (risible) but the costumes and the strange ideas that 70's set-designers and scriptwriters had about the future (sideburns and flares in the far future? I suppose it could happen!). It's an experience aswell as being mightily entertaining.

Keep a look out for it. Blake's 7 may have had a small budget but they stretched it a fair way.

JD



VOICE OF THE BEEHIVE

They think the architects of the 60's ought to be shot!

MUSIC

A few years ago, Voice of the Beehive had a few cheery pop hits, and then they disappeared! A month of so they returned with a vengeance with another hit, 'Monsters and Angels'.

Now they've got a new album, 'Honey Lingers', and a new single (which is a cover version of a 1971 song!). And when you read this they'll be in the midst of a tour, but we caught Daniel "Woody" Woodgate, drummer with the band (and, before that, with wacky early-80's pop funsters Madness), before they left!

What's your favourite piece of clothing?
My 501 Levis, and my American green bomber jacket. I've had a green one since 1979 and it never left my back.

What's the strangest place you've ever played?
In Warsaw, Poland, with Madness. We played there many years back and were given the equivalent of two years' wages with which to buy whatever we wanted. But there was nothing on the shelves; we went to this music shop and all they had was a tambourine, a xylophone and a drum. I did come back with a camera and a paper cutter, though. The trip was a real eye-opener.

What was the worst show you've ever played?
When 30 people turned up to see us in Toronto, Canada. The power went down, so we played an acoustic set but the crowd didn't like us and we were booed off!

What's your favourite colour?
Green, as in the bomber jacket!

What's your favourite breakfast cereal?
Porridge. I went to this Welsh guesthouse once and they served particularly nice porridge - and haddock poached in milk!

What's the strangest thing you've ever eaten?
In Italy I ate a seafood pasta with tiny crabs and a mini-octopus in. Apparently they were from the sea but it didn't look like it! And when we went to Japan, we went to this restaurant where they prepared fresh seafood before our eyes.

Has anything bizarre happened while you've been recording with the band?
The first album was pretty bizarre! We went to this studio in Denmark and it was in the middle of some fields that were sprayed with manure all the time. We had to stay there for a month and we used to wake up gasping for air!

Which building would you demolish?
60's high-rise office blocks. And a car showroom in Camden Road. From where I used to live, you always though 'I could have a panoramic view of London'. I think most of the architects of the 60's ought to be lined up and shot!

Have you ever used the Yellow Pages?
The only time I did was to find someone to build me a bike!

If you were a fluffy animal, which one would you be?
A cat, cos they're independent and have such a cushy life. A cat doesn't take any stick from anyone.

Which animal would the band be?
Obviously a bee. (Er, that isn't an animal! Big Thrills Ed).

Who would you most like to meet?
I'd like to meet Brian Eno [Obscure arty musician]. The one other person I always wanted to meet was David Bowie. I met him and I thought 'Isn't he short!'.

If you had a baseball bat, who would you hit?
Wendy James [from Transvision Vamp].

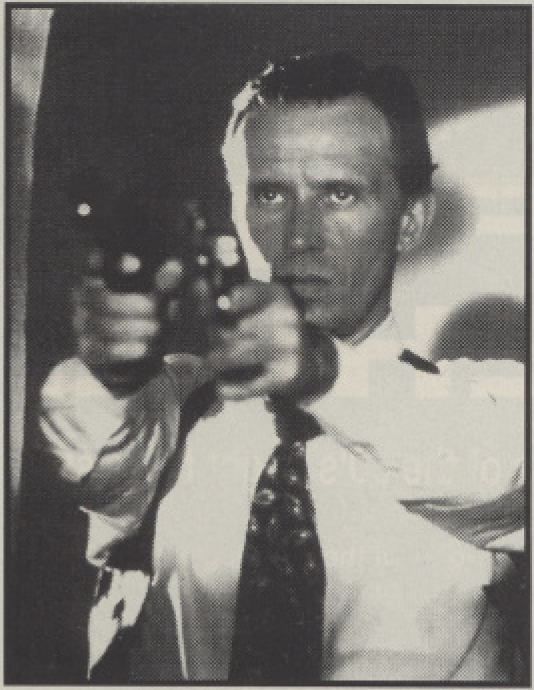
What's your greatest fear?
Losing a limb. I came close to losing my hand when I was eight. I put it through a pane of glass in a door and severed the nerve. I still can't feel the tips of my fingers.

What would be your idea of perfect happiness?
To own a perfect, hand-built carbon-fibre-frame bike but they're so expensive. My big hope is that we crack it in America...

JD

5 Voice of the Beehive albums to give away!

You've read the interview, now win the record - as it were. And what a spiffy record it is, too, with their two chart-hit singles on and lots of great pop toons. Just pop your name and address on a postcard and send it to: "Beehive yourself" compo, Big Thrills, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.



RAINBOW DRIVE (18)
Rental

VIDEO

Peter Weller, the man best known for displaying his robot-like prowess in the Robocop movies (as Robocop, stoopid), displays his, er, robot-like prowess in this average cop thriller - and he doesn't even play a robot this time.

His headaches start when he discovers a mound of dead bodies in a house in, wait for it, Rainbow Drive. And when he gets back to work he finds that not only do the powers that be refuse his requests to snoop around, but they act mighty suspiciously and a few of the facts of the killings go astray. It's all a bit average really, Weller needs to loosen up and stop creaking about as if he's been dipped in a big bowl of starch, and there's not nearly enough action going on.

✪✪✪

RH

'Daddy, what did you listen to in the 70's?' Part II

MUSIC

Back in 1979, The Specials stormed the charts with their brand of upbeat Two-Tone pop - full of rhythm, brass and corkingly good tunes.

People in 'Pork-pie' hats and dark suits could be seen hopping wildly to this sort of music and now those ever-so-nice people at Chrysalis have released 'The Specials - Singles', a compilation of all their er, singles!

In their time, The Specials had seven Top Ten hits. That's more that Dannii Minogue has managed!

JD

DINOSAURS (U)
Rental

VIDEO

Cute teen lizards that wear 'hip' clothes and spout Americanisms like "dude" and "radical"? Now if that doesn't make you think of a certain bunch of ninjas who eat pizza and live down the sewers, where have you been?

The turtles seem to have taken over all aspects of life, and typically there's a plethora of movies that aim to 'cash in' on such success, but why ever the heck not? The dinosaurs in question are a trio of incredibly cool ("they're not cool, they're cold blooded!" Groan) reptiles that live in an alternate past (where cavemen follow a leader called Mr. Big, and dinosaurs live in a lovely city of they're own), and they get help in saving Saur City from Mr. Big when a group of American teens drop in on them from the future.

If you can stand American teen movies, that's major joke seems to be how loud the Neanderthals fart, you'll love this slice of adventure in a fairly strange vein.

✪✪✪✪

RH



5 DINOSAURS VIDEOS, 2 HUGE CUDDLY DINOSAURS AND 2 SMALL CUDDLY DINOSAURS TO BE WON!!!

Yep, you've got the chance of being a rather lucky individual indeed!

In our EXCLUSIVE competition, we've got loads of vids and Dinosaur goodies to give away. There's a vid and a huge cuddly dinosaur for two winners, two runners-up get a vid and a smaller (but perfectly formed) dinosaur, and one 3rd prize winner receives the vid!

All you have to do is send your name and address on a postcard marked "Scaley things" to the usual address, before the 1st of November 1991!



FATAL IMAGE (15) Rental

VIDEO

Er, I must admit now that I'm not exactly the biggest fan of Knots Landing, not that it's crap (although it is) but because its cast is a bit, urm, wooden. Unfortunately Fatal Image's most

EARTH GIRLS ARE EASY (15)
Sell-through

VIDEO

Jeff Goldblum and his for-real wife, Geena Davis, star in this rather off-beat comedy musical directed by the rather off-beat Julian Temple.

Goldblum plays one of three brightly coloured aliens who crash-land on this planet and are shown around by Davis, as she aims to help them enjoy themselves. At times it's hilarious, at times it's sentimental, and at times it's just darn strange. Earth Girls Are Easy is one of my favourite all-time cult movies, and if you don't go and buy it now you're some kind of vegetable matter.

✪✪✪✪✪

RH

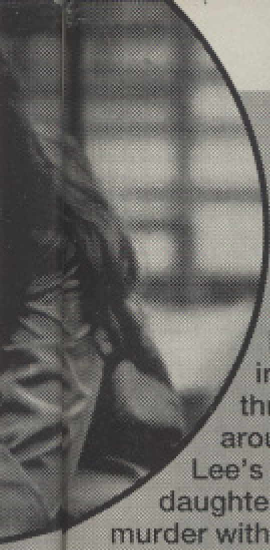
VIDEO

ROUND-UP (THE BEST OF THE REST) WITH MR. STRANGELY-DULL

Hello my uninteresting friends, I've placed a few highly interesting and very special (special to me and my cat) videos into my video recorder receptacle type thing recently.

First out of the Bobby Charlton commemorative bobble hat is **Goldfish** which I found most stimulating for the thirty minutes I sat watching it. Unfortunately, pussy mistook the television set for a real fish tank and ate it, and there was an almighty mess when it came in contact with the live wire. I must remember to get a new cat.

After I'd purchased a new televisual device, and had the house re-wired, I watched **35 Greatest**



redeeming feature seems to be that it stars Michele Lee, who also stars in Knots Landing - and that's about it. It's all an incredibly cliched thriller that revolves around the fact that Lee's on-screen daughter witnesses a murder with her video camera and the bad guys want it destroyed, and her dead. Me? I'd have sent it to Jeremy Beadle's You've Been Framed and maybe we could've gotten rid of that old fart at the same time!

✪✪

RH

TANGO AND CASH (18)
Sell-through

VIDEO

Stallone + Russell + Loads of action = Brill movie. Or at least that's true in my book. Kurt Russell and Sly Stallone team up as two radically different cops and decide to take on the entire underworld after they're stitched-up and sent to prison.

There's more action than you could shake a stick at, and the relationship between the two theoretical scene stealers gives rise to many comical situations. Tango and Cash is great value at a budget price, and is rousing fun.

✪✪✪✪✪

RH



Cartoons. Boy, how I laughed at the classic Bugs Bunny shorts and the other old favourites from when I was but a small boy - but afterwards I felt like going out and hitting a mouse over the head with a frying pan, and had to have a cold bath.

Lastly, I had a view of **Insomniacs**, which is a collection of sheep leaping over a style several times - unfortunately I never got to the end of this thriller because I fell asleep half-way through, that'll teach me to drink a hot cup of Ovaltine during my video experiences. Bye, bye!

(Unfortunately, since writing this column, Mr. Strangely-Dull has suffered a rather nasty accident when he went to Tescos the other day, and grazed his knee on the meat counter - he should be better by next issue though!)

Dave Hughes' TALES FROM THE SCRIPT II: THE REVE E

FILM

Caught by the Coglionis

The final excuse for my not delivering my latest (in every sense of the word) **TFTSII** on time ("I was in a plane crash and had to eat the disk it was on to survive") wouldn't wash. I squirmingly admitted to Rick and Jeff (Mutt'n'Jeff as I call 'em) (Oi! You want to come back next ish or what:?! Ed) that it was my computer that had crashed - and not the plane - but my resolve was dissolving fast (in a glass of water on the table, I had a mad cow disease of a hangover). I gave in. "Tomorrow, definitely."

Uncrossing my fingers and hanging up with a polite "Por favore, non mi rompere i coglioni" (see Goodfellas for translation), I bit the bullet and dusted off the Smith Corona. "Tales isn't funny any more" Rik had opined. "Make it wackier" Jeff had pleaded. I hate opinionated pleaders but I got on with it anyway. It's a dirty job, but somebody's got to sit through **Scanners II.**

Clive wants his Mummy

The recession has hit Clive Barker - it's official. Word is out that both **The Mummy** and his top (i.e. not very) secret **Atlantis** project have been axed by Universal, and **Son of Celluloid** won't even get to storyboard. All that's left is **The Forbidden**, a backwards-step adaptation of a **Book of Blood**. What's more, **Hellraiser II: Hellbound** 'director' Tony Randel has been thrown off **Hellraiser III: Hell on Earth** on the very grounds that he cannot direct traffic. He has been replaced with Anthony **Waxwork** Hickox on the even more valid grounds that **Waxwork II: Lost in Time** is supposedly a good grin. A spokesperson said: "Would you like to buy some of my spokes?"

The Reitman for the Yob

Sylvester Stallone, who spent the whole of 1990 telling the world he wanted to be taken seriously as an actor, then spent the whole of 1991 making comedies, will star in **Stop or my Mom will shoot,** directed by Ivan **Ghostbusters** Reitman (whose not-awful comedy **Kindergarten Cop** will soon sneak quietly past the $100 million mark in the US). The film has a surprisingly similar plot to Stallone's recent flop **Oscar**, directed by John Landis (who, after **The Blues Brothers** and **An American Werewolf in London**, should know better), so don't be surprise if it does equally badly. Reitman's buddy Arnold Schwarzenegger, on the other hand, is holding **Jung & Freud** in favour of **Tooth**, in which Arnie inherits the job of tooth fairy from his ailing father... Remember where you read that one first - I might get a raise (Not bally likely! Ed).

1991 - The Summer of, well, nothing much really

Well, Labour Day is well past and the summer is officially over (coulda fooled me, I was topless in Sainsbury's this morning!). Remember those wild predictions I made in **Shoot the Tube** (YC July)? Well, how'd I do?

Not terrible, as it happens. I backed **Backdraft** and won. I said **Bill and Ted's Bogus Journey** would make $25m+ (it made $32m). "Big disappointment" I said of **Hudson Hawk** (you know the rest), **The Naked Gun 21/2** I said would "suprise everyone except me". I was right. I said **101 Dalmations** would



beat the $50m mark by the end of summer. It made $51m. As for **T2**, I voted for $170m. I was $2m out.

I got a few things wrong. I uttered the now immortal line: "America says yes, Dave Hughes says no" regarding **City Slickers**. It went on to gross over $100m. I said **Robin Hood: Mince of Thieves** was "uncertain". It's made $150m so far!

Obviously we'll have to wait and see how my Oscar tips fare...

The Video Dead

Stay-at-home types will find little to comfort in video stores this month. Warner have **The Borrower** with Rae Dawn Chong, from the director of **Henry: Portrait of a Serial Killer** (but don't let that fool you). Lucky then that they also finally have **Nightbreed** to make up for it.

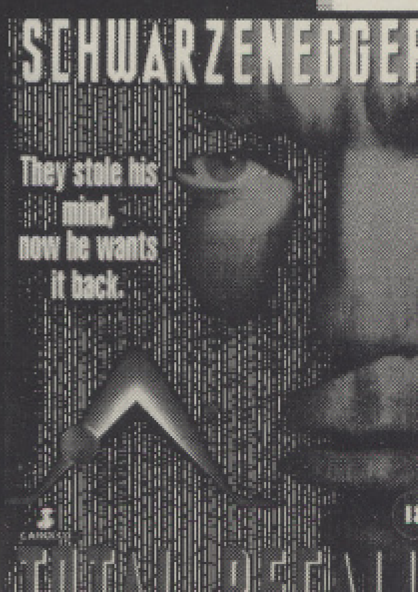
Sell-thru-wise, there's **Memphis Belle** and Gremlins 2 (both highly recommended) from Warners (again), and **Hard to Kill** (for the hard of thinking!). And just check out the goodies new boys 4-Front Video are putting out in their cheap 'gold' range...

Next issue

If Mutt'n'Jeff are to be believed, I'm to be "sacked, and replaced by a lobotomised monkey with a nervous muscular disorder and chronic laryngitis" who, I'm told, can "write, dance and sing" better than me. They will have their little joke, heh heh.

Absolutely no competition!

Come on, who puts these competitions together? OK, just try and link these two and stay fashionable. I've got ten copies of Chevy Chase's **National Lampoon's Christmas Vacation** to give away (thanks, Warners!) and six copies of the far less violent **Total Recall** similarly free (thanks, Polygram!) to anyone who can write in with a suitable link between the two films. I asked a few friends to think of one but to no avail. ("Er, I'll have to think about it." - John Major; "Damned if I can think of one and I'm omnipotent!" - God; "Wales, probably!" - Jamie B.) You've got until 31 October to think about it, so buck up your ideas, retard!



Guitar Greats

MUSIC

Dust down your old flared trousers and platform shoes for this great line-up of guitar rock stars (like 60's stars The Who, Jimi Hendrix and Velvet Underground) but be warned that this is no musical stairway to heaven (groan! Ed), particularly when you consider how much there is to choose from the many groups over the years. Some notable omissions for an album with such a title: Where are Carlos Santana, Alvin Lee (from influential 60's rockers Ten Years After) or any of the great blues and soul guitarists? Perhaps they have been held back for Guitar Greats II?!

The verdict is that it's good not great, but one to add to the collection. I think I'll keep my review copy (I think not! Ed).

✪✪✪

PC

5 Airhead singles to give away!

MUSIC

If you listen to the radio at all, you may have heard 'Funny How', the new 45 from Airhead (who used to be called Jefferson Airhead, a reference to 70's rock group Jefferson Airplane, and who we'll be interviewing next issue). It's a neat song with the rather wry chorus about the injustices of love and life ("Funny how the girls you fall in love with never fancy you, funny how the ones you don't do..."). Now you can win one!



Just chuck your name and address on a postcard and send it to: "One step airhead of the rest" compo, YC, 20 Potters Lane, Milton Keynes, MK11 3HF.



'Trust them!'

MUSIC

Ned's Atomic Dustbin, Northern grunge-rockers extraordinaire, have got a new single, 'Trust', hot on the heels of playing the Reading Festival and their vid (reviewed a few issues back by Rick) and just before they go on a massive tour all around the country.

The single is a classic slice of their two-bass-guitars-and-plenty-of-noise antics and apparently has a video filmed on the set of the rather dodgy 1970's childrens' programme 'The Banana Splits'!

In case you're interested, the tour dates are (all in October): 22: AYR Pavilion, 23: PRESTON Guildhall, 24: DERBY Assembly Hall, 26: NEWPORT Centre, 27: BIRMINGHAM Aston Villa Leisure Centre, 28: LONDON Kilburn National Ballroom.

JD



KNOB TWIDDLER

MUSIC

Influential producer Martin Hannet died in April. He worked wonders with bands like the Buzzcocks, Joy Division (now New Order), Stone Roses, Happy Mondays and plenty more. Now Factory records have released 'Martin', a compilation of tracks by 13 bands whose production (twiddling knobs in the recording studio) he did.

Aswell as the ones mentioned before, on this album are OMD, U2, World of Twist and a few other bands whose sound was revolutionised after Hannet's studio work.

And it's out now!

JD

next month

In November's rocket-fuel-driven YC:

✪ THE YC HUMILIATION TOUR
We really, honestly, promise to potter of to Storm and get our butts kicked after challenging them to a contest on their own arcade machines!. We just, er, couldn't afford the bus fare this ish!

✪ SUPER SHOW SPECIAL
The thrills and spills of the Earls Court ECES for your delight!

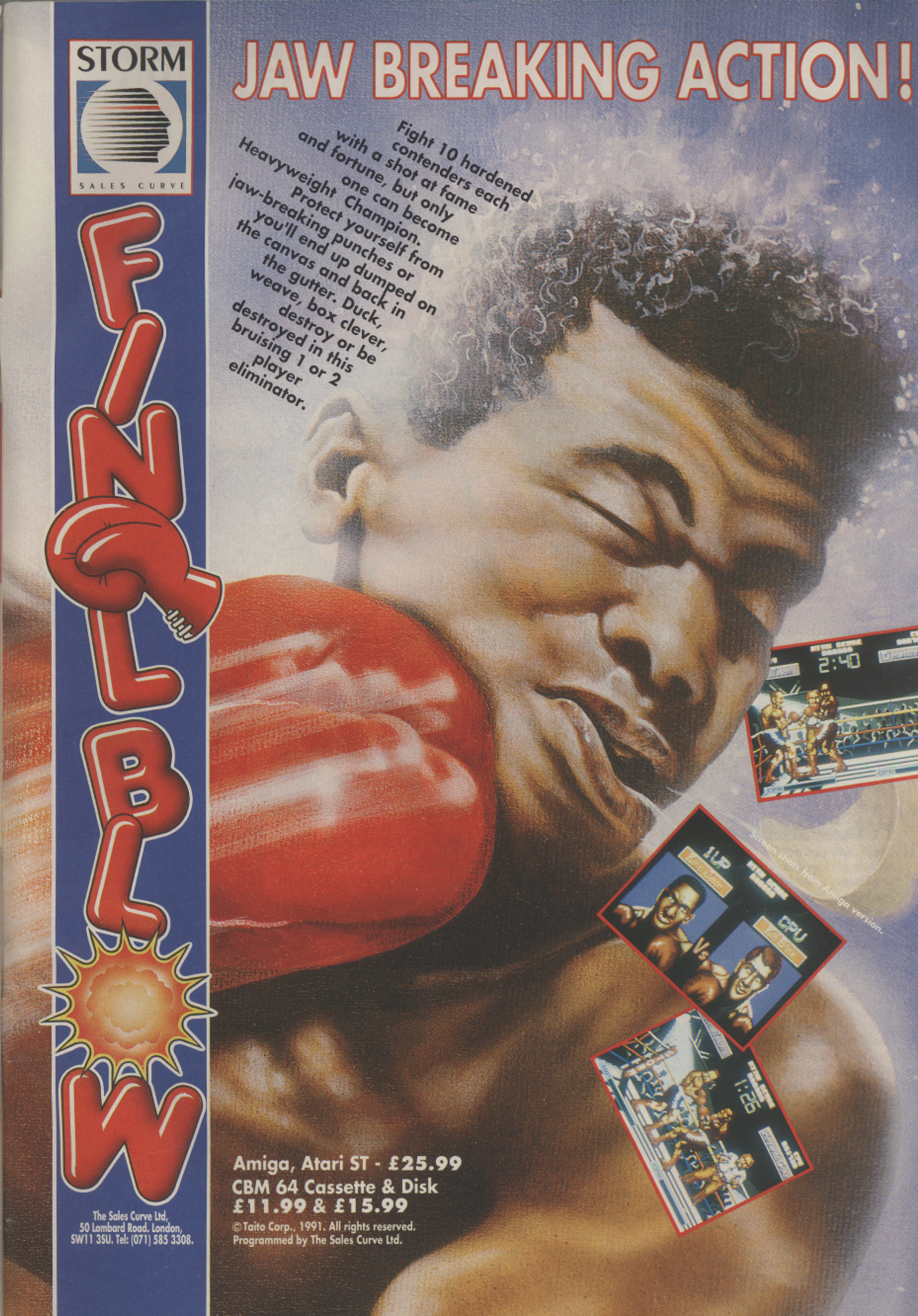
✪ ANOTHER EXCELLENT COVER TAPE - Four full original games!

✪ AND: A line-up of reviews so stunning, it'll make your knees knock and your brain drop out through your nose!

✪ PLUS: News, compos, cheats, celebrity interviews and small rodents called 'Eric' (are you sure about this? Ed).

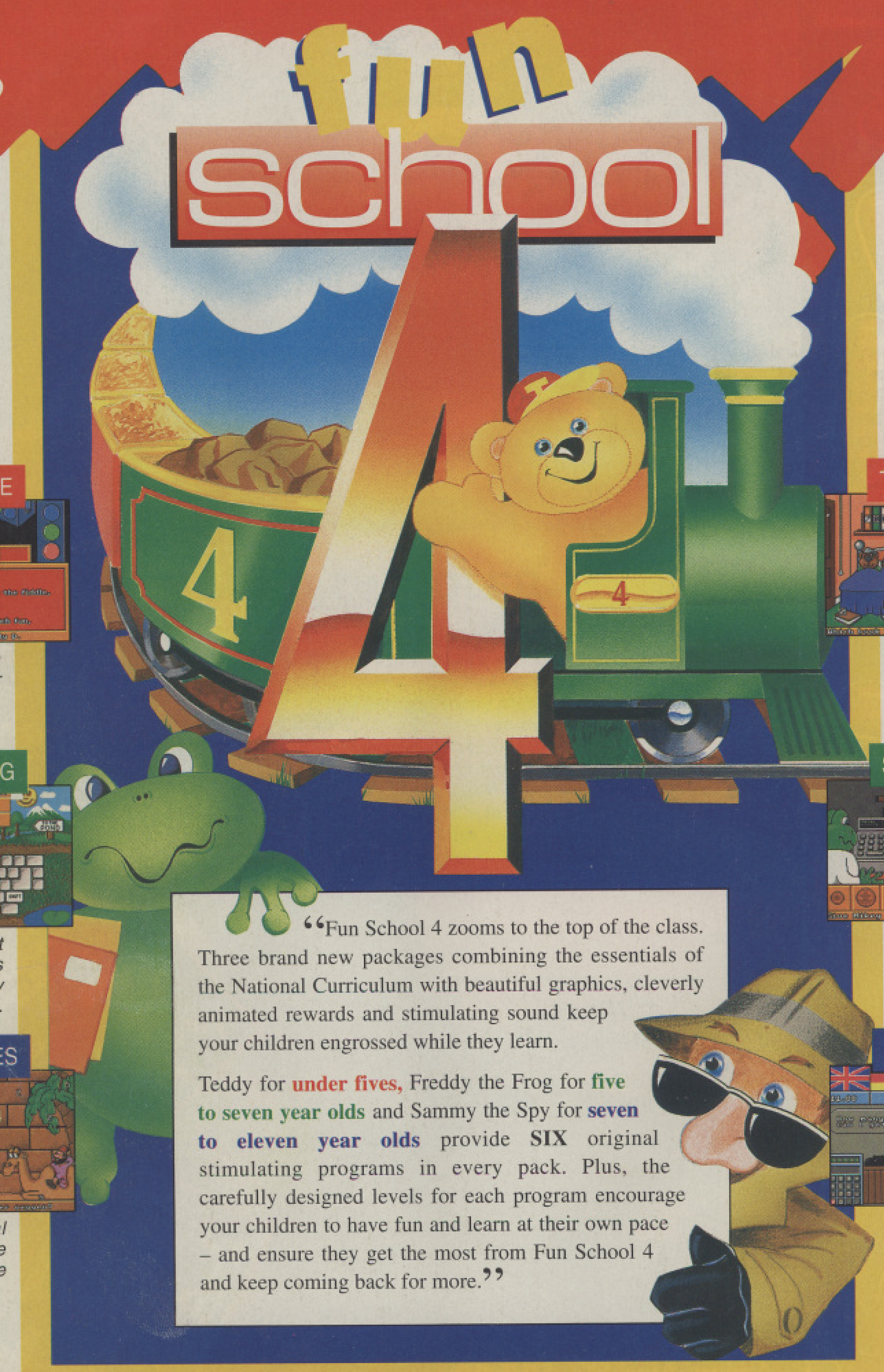


YC NOVEMBER 1991 - OUT 25th October and no kidding!!!



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TEDDY'S KARAOKE



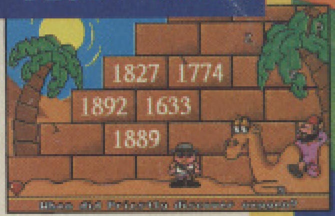
Sing along with DJ Ted to popular nursery rhymes.

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DESERT DATES



Study historical events to find the secrets of the pyramids.

TEDDY'S BOOKS



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SHOP KEEEPER



Shop with Freddy and his friends choosing coins to pay the bill.

EXCHANGE RATES



Change Sammy's money at the international exchange desk.

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Archimedes and PCW versions will follow in early 1992.
Spectrum, C64 & CPC available early November.
Amiga ST & PC available end of October.

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